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Official Game Guide

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SUPER MARIO 3D WORLD™

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Welcome to the Sprixie Kingdom!

Super Mario 3D World is, in a sense, a celebration of everything Mario, with homages to every important title in the franchise. Dozens of levels, crafted in that classic "Mario" aesthetic that has defined video games for multiple generations, have secrets hidden inside and outside. Enemies, both new and old, stand between you and the Goal Pole at the end of a level. Classic items that have been around from the very beginning can be found everywhere. The game features a full cast of all of your favorite playable heroes, with unique traits that force you to adjust how you play to maximize their advantages and minimize disadvantages. Princess Peach is no longer hidden in the next castle; she's running, jumping, floating, and stomping alongside of her two brave plumber companions and her loyal servant Toad. Once again, either alone or with up to three friends, you can take on all challenges, and put dastardly Bowser in his place.

We have created this guide to help you see everything there is to see and do everything there is to do in this utterly massive Wii U™ title. It's time to do the Mario, one more time.

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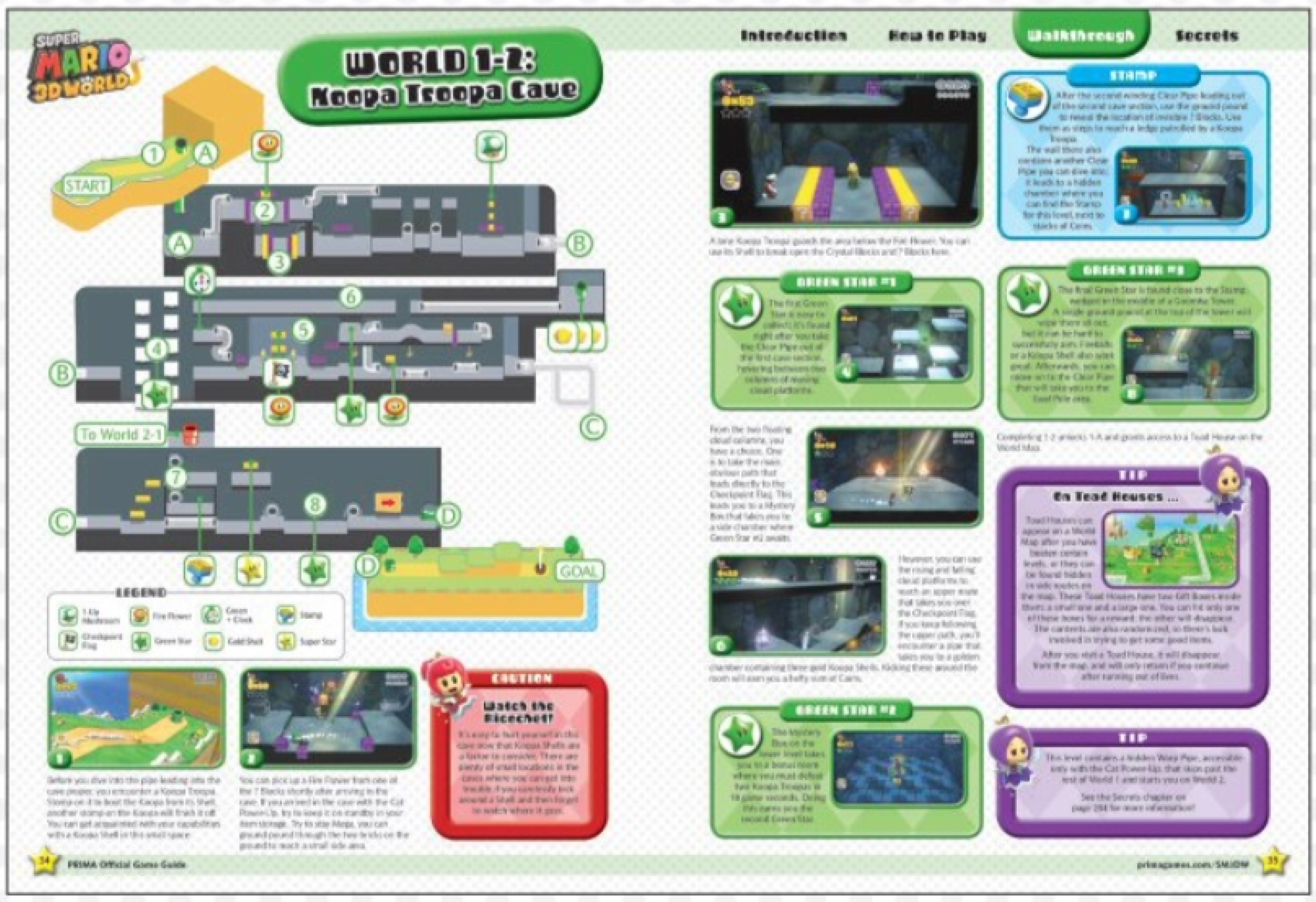
How to Use This Guide

Wondering how to play? Check out the first section. It tells you about the strengths and weaknesses of each playable character, and teaches you how to move and fight. Read this to learn about the various items (those that help and hinder you in your quest to save the Sprixies) and the enemies you'll encounter. You may think you know how to beat them all, but it can't hurt to brush up here before you hit those challenging levels.



Most level walkthroughs begin with a map overview of the area, showing you the locations of items and collectibles. You'll also see numbered callout boxes that reference specific screenshots and text in the level walkthroughs. These number callouts follow the main path through a level, taking you to every important collectible on your way to a Goal Pole. These callouts are also meant to indicate sections of a level that might be particularly tricky, or have useful items to find.

The following features appear in the walkthrough. When you see these, pay special attention.

GREEN STARS

STAMPS

There are two types of collectibles that you must find in every level if you want to reach 100 percent completion: Green Stars and Stamps. Most levels contain three Green Stars and one Stamp, though there are exceptions to this. The Collectibles boxes in the walkthrough are the most common elements, and they will tell you how to reach the collectible in question. Reaching certain Green Stars or Stamps can be a very involved process!

TIPS

Sometimes, there are alternate methods to get through a section, or a very particular shortcut. Sometimes, there are different ways to handle an enemy. Sometimes, items are in tricky locations. The Tip boxes give you extra information that help improve your game in between hunting down collectibles.

NOTES

Note boxes typically discuss new features in the game, and also inform you if a level requires a certain number of Green Stars to be collected before you can unlock it.

CAUTIONS

Certain levels have very specific hazards that are dangerous enough to warrant extra care. These Caution boxes are meant to grab your attention and spare your life!

How to Play

Character Control

Mario™

Balanced

Luigi™

Jumps high

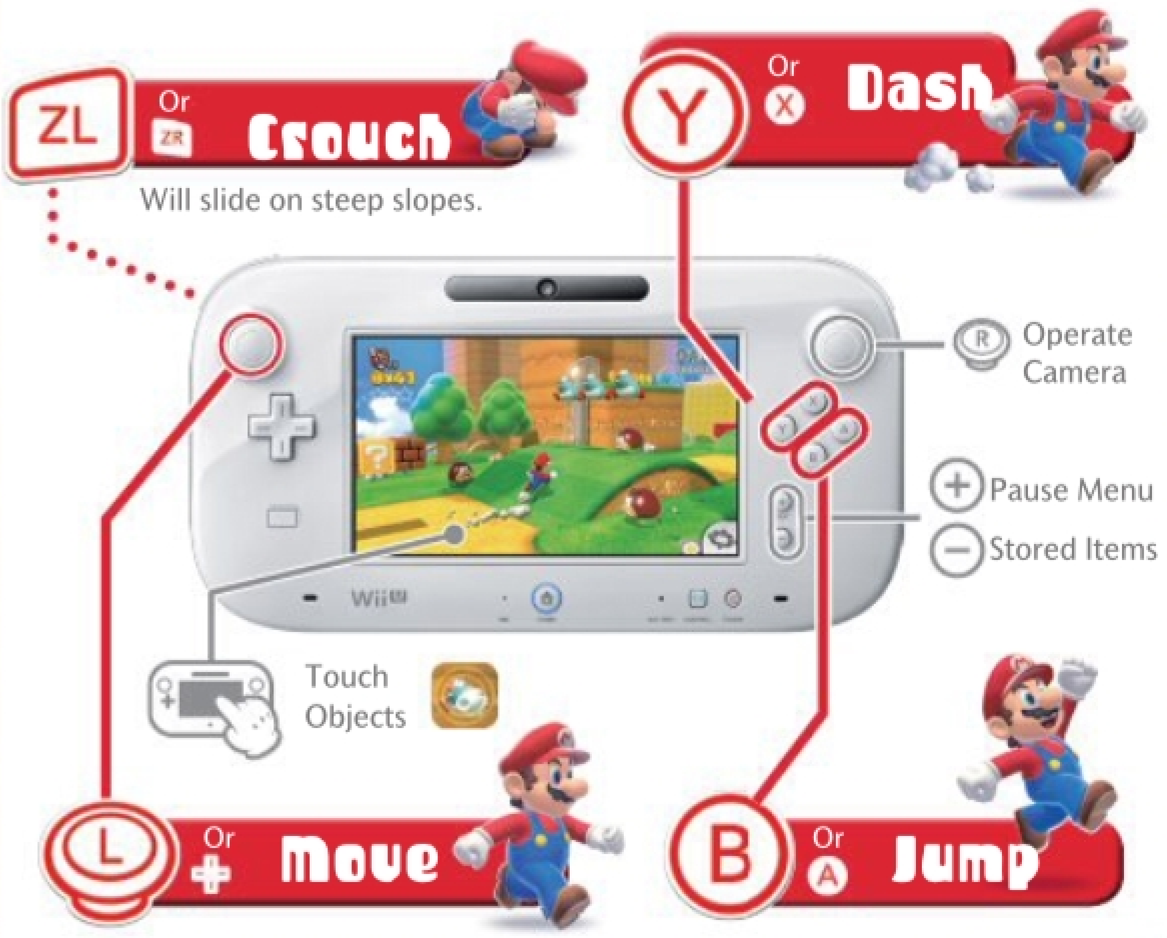
Peach™

Floats while jumping

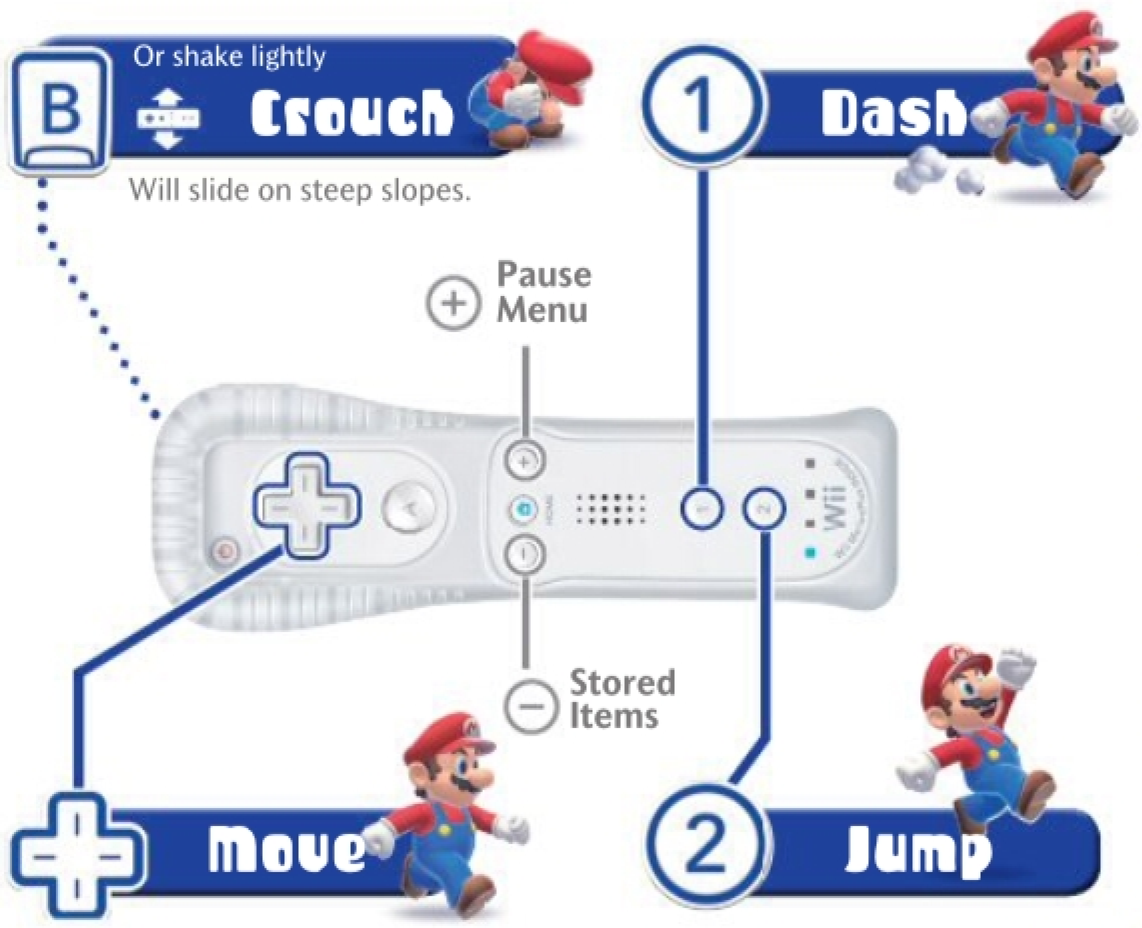
Toad™

Runs quickly

Wii U™ GamePad

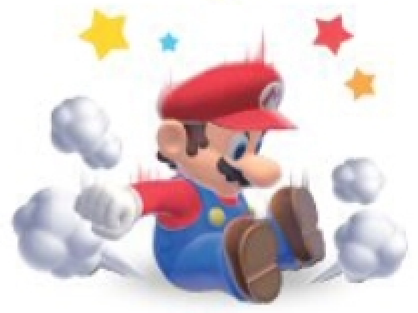

ZL
Or ZR
Crouch
Will slide on steep slopes.
Y
Or X
Dash
R Operate Camera
+ Pause Menu
− Stored Items
Touch Objects
L
Or ✚
Move
B
Or A
Jump

Wii Remote™ Controller


B
Or shake lightly
Crouch
Will slide on steep slopes.
1
Dash
+ Pause Menu
− Stored Items
✚
Move
2
Jump

Standard Moves

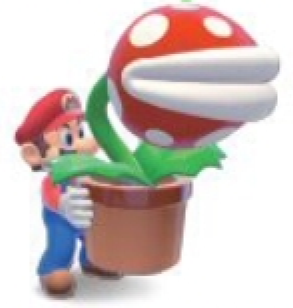
Ground Pound



Press ZL in midair

Press B in midair

Hold Objects

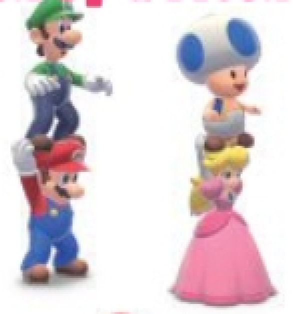


Walk into object while holding down Ⓨ

Walk into object while holding down ①

Multiplayer Moves

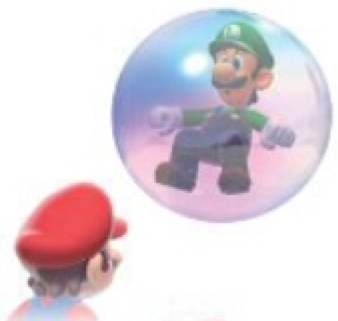
Pick Up a Friend



Press Ⓨ when standing next to a friend

Press ① when standing next to a friend

Enter a Bubble

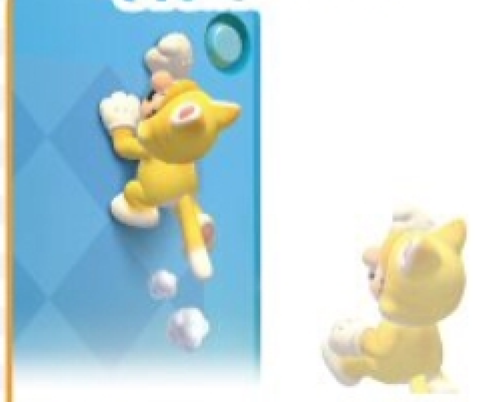


L

Ⓐ

Cat Moves

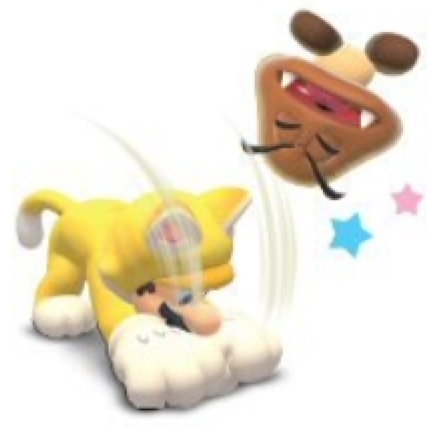
Climb Walls



Walk into object while holding down Ⓛ

Walk into object while holding down ✚

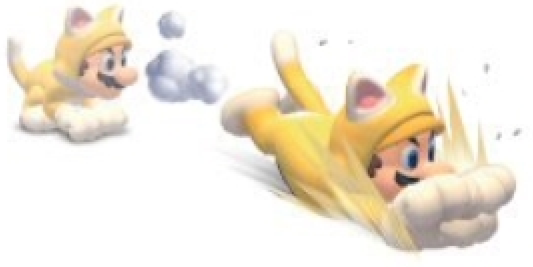
Claw



Ⓨ

①

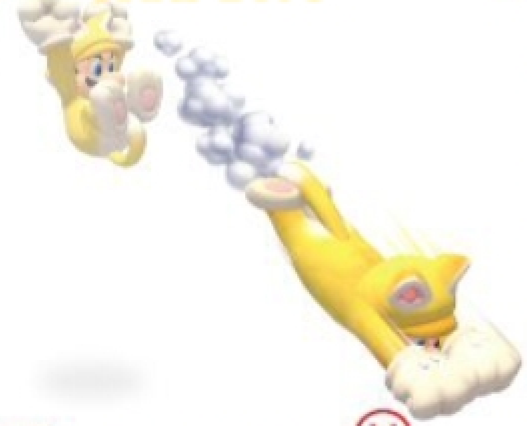
Pounce



ZL + Ⓨ

B + ①

Claw Dive



Press and hold Ⓨ in midair

Press and hold ① in midair

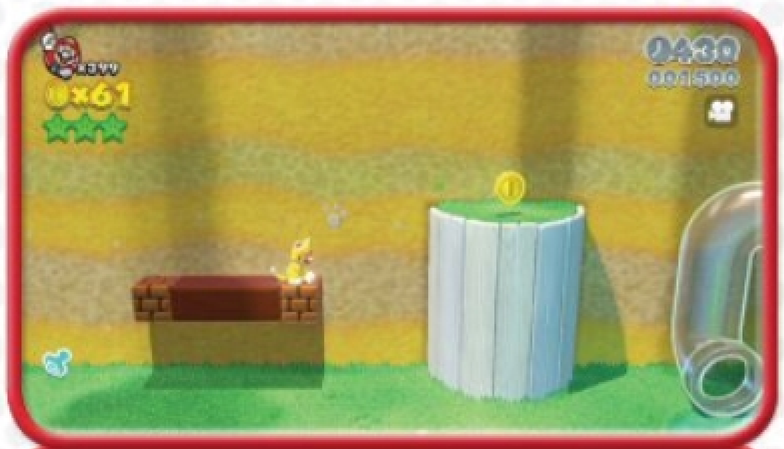
Assist Play

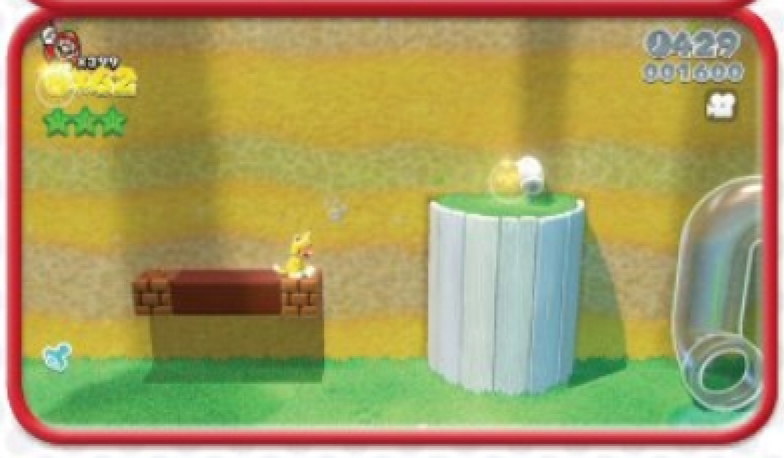
Assist Play is a feature exclusive to the Wii U GamePad. Using its touch screen and built-in microphone, you can interact with different areas of the game for easier play or to uncover secrets.

Assist Play works best with another player at the helm, but you can easily use nearly all of its features during solo play as well.

Touch Screen Abilities

Collect Coins!



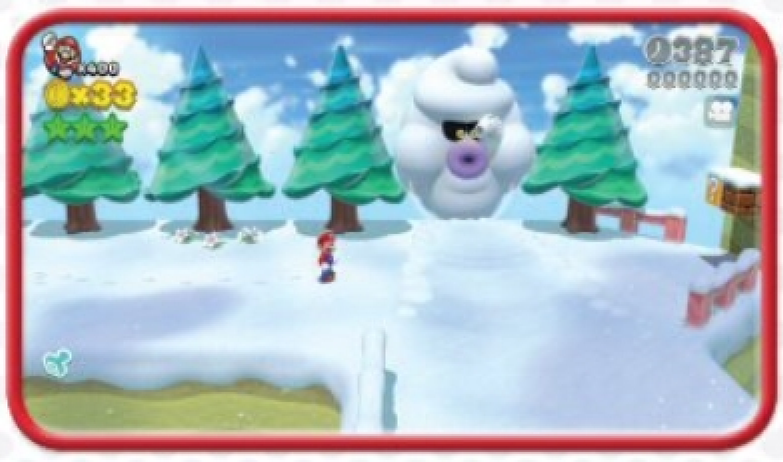


You can tap all kinds of Coins on the touch screen to collect them.

Hit/Break Blocks!

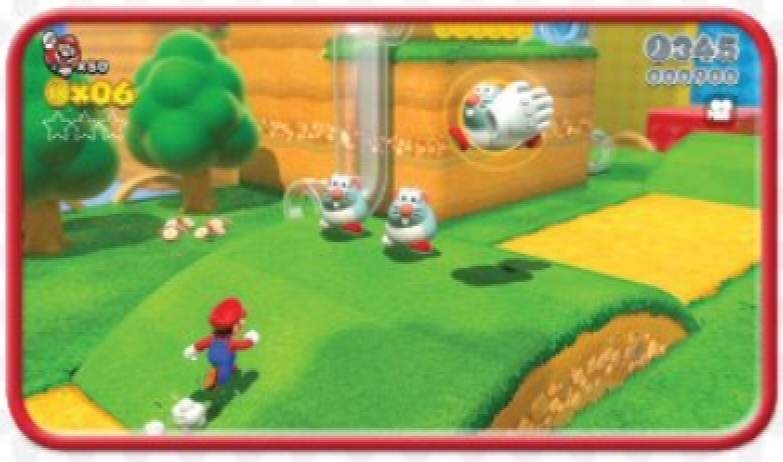
You can interact with blocks as well. Break breakable blocks, grab Coins with rapid taps, or nab important Power-Ups from ? Blocks.

Stun/Defeat Enemies!



Tap the stylus on enemies to stun them. This is especially helpful on enemies like Ty-Foos, who then can no longer use their ferocious winds to blow your character off cliffs.

Meanwhile, some enemies like this Snow Pokey can be defeated outright.



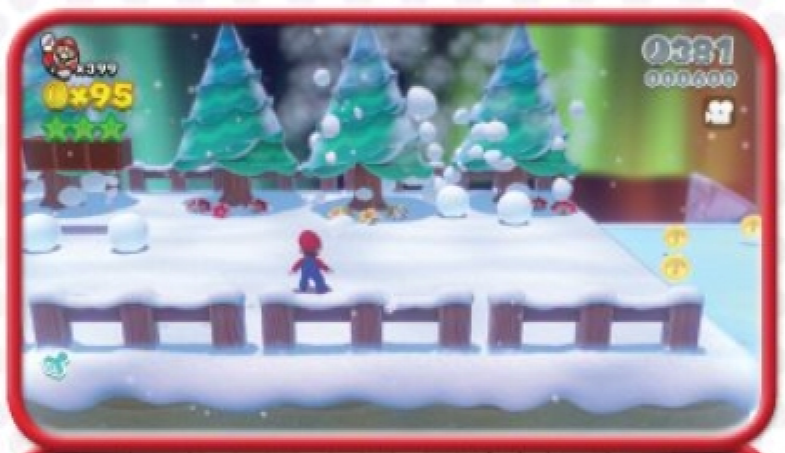
Assist Play even defies the laws of gravity!

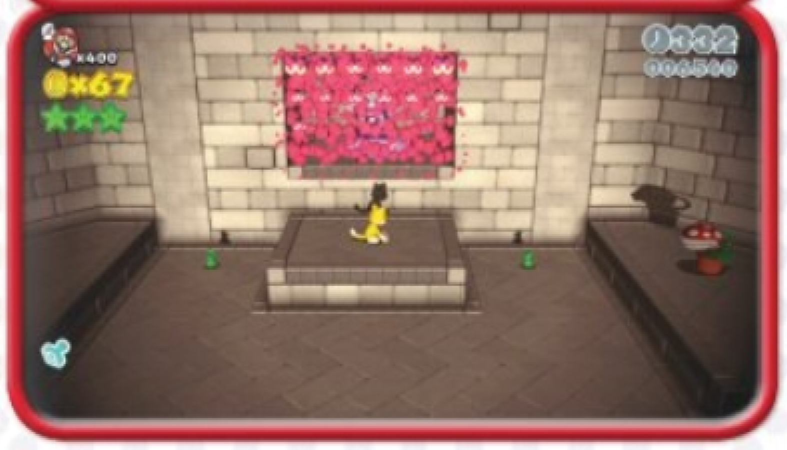
Interact with Scenery!

Activate parts of the stage simply by touching them. In some cases, this can be used to open doors or reveal secrets, such as invisible blocks, Coins, or enemies.

Microphone Abilities

Interact with More Scenery!

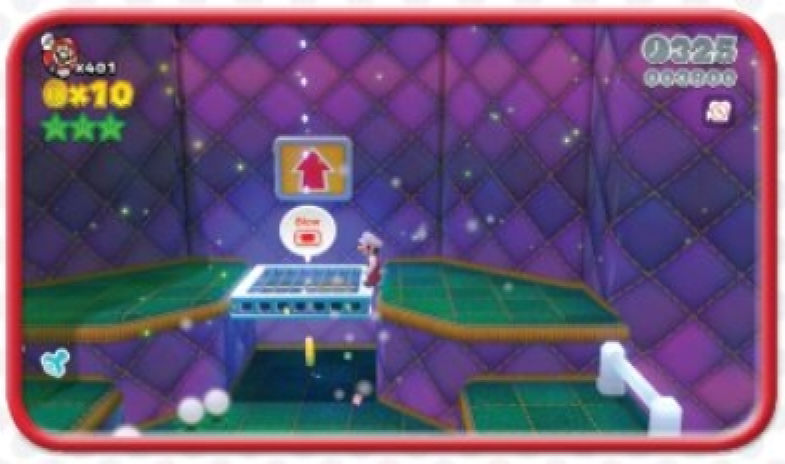




Blowing into the microphone on the GamePad causes a gentle breeze to blow through the stage. Effects can range from cosmetic changes to the defeat of enemies. The microphone can also be used to reveal invisible blocks, Coins, and enemies as well.

Move Platforms!

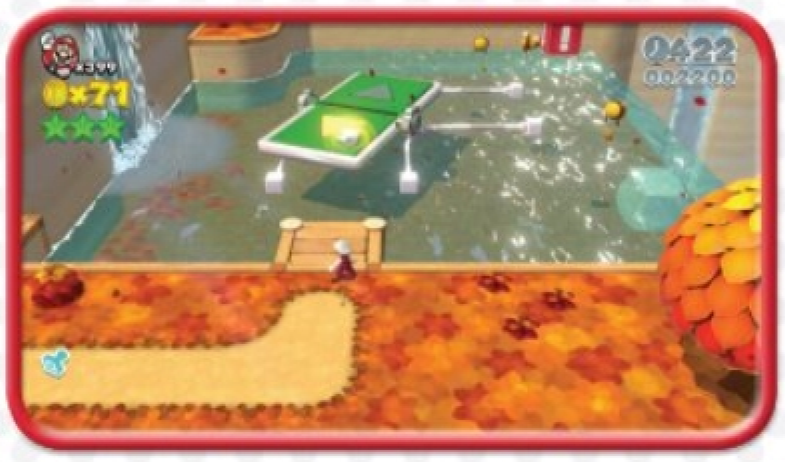
Some platforms, such as the Propeller Platform, can be moved only by blowing into the microphone.



Assist Play
The Awesome Way

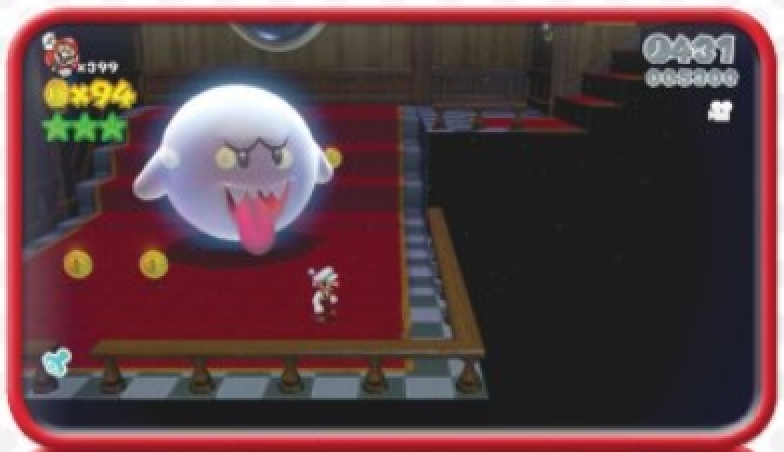
Whether or not you want to complete *Super Mario 3D World* using entirely your own platforming prowess, there are times when Assist Play genuinely comes in handy to save you time and even set up advanced strategies! We've outlined some ways for you below.

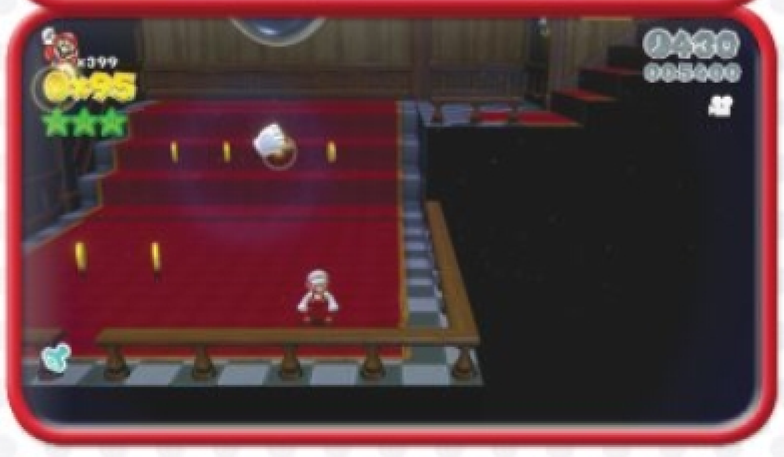
Provide a Smooth Ride



Let the world come to you! Use the touch screen to press the arrows on Switchboards and guide them remotely. If your character is already standing on the Switchboard, the touch screen will override whichever arrow they are standing on.

Ain't Afraid of No Ghost!

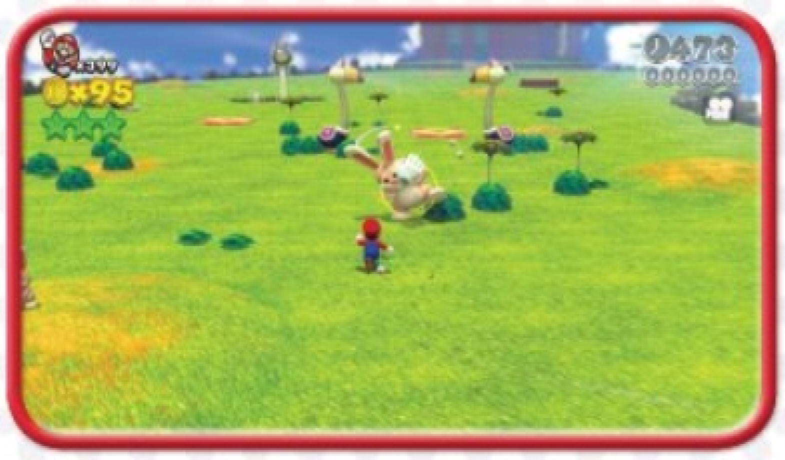




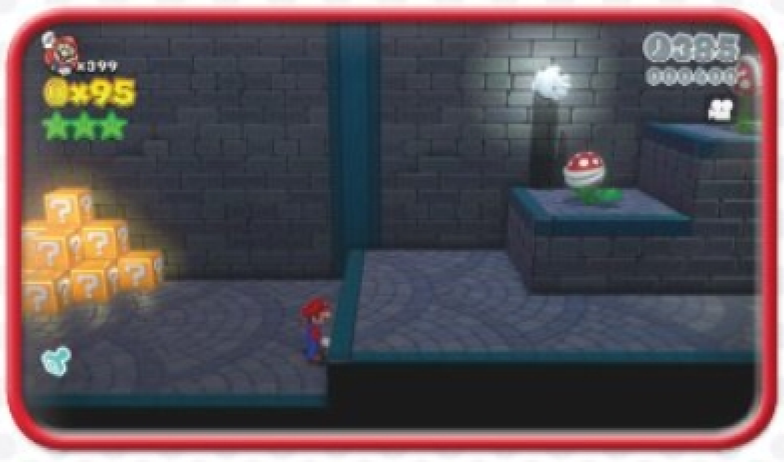
Keep the stylus on the touch screen directly over any Boo or Peepa and they'll fade away for as long as you need them to, allowing for safe passage. It even works on Big Boos!

Catch that Rabbit

Having trouble catching those speedy Rabbits? (Hi, Peach players!) You could switch to Toad or use a projectile, but why waste time? Simply touch the Rabbit on the touch screen, and catch it with ease while it's stunned.



Remote Detonation



Bob-ombs can be a pain for Mario to interact with, whether he's trying to avoid them or use them offensively. With Assist Play, you can do both. Tap a Bob-omb to turn it into a Bomb, then hold the stylus over it and drag it anywhere on the screen that you wish. You can then remove the stylus to let it down gently, or flick the stylus to set it off.

The Basics

Game Progression

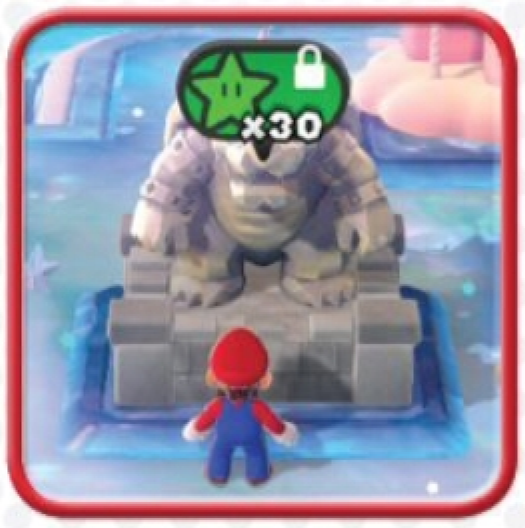
Your quest to defeat Bowser in *Super Mario 3D World* takes many forms—some are challenging, others instantly rewarding. Listed below are events you'll encounter along the way. Knowing what situations you'll encounter beforehand will be a great asset, so study up!

Playable Levels

Your objective in each playable level is to reach the Goal Pole. Sounds simple enough, but every level is littered with obstacles and challenges designed to get in your way at every turn. From bottomless pits to spikes, from attacking enemies to roadblocks, you're going to have your work cut out for you!

In addition, the game keeps track of every Green Star and Stamp collected. It also keeps track of whether or not you make it to the top of the Goal Pole in every level you attempt, and which characters have cleared which levels so far. Completing these tasks is key to seeing everything that *Super Mario 3D World* has to offer.

Locked Levels



During parts of the game you come across courses that are locked and require a certain amount of Green Stars to open. You can often skip past locked levels and still finish the World or the game. However, doing so affects your star rating since you will be missing out on the stage's Green Stars and Stamp. If you're going for full completion, it's a good idea to collect as many Green Stars and Stamps as you can while you play through the game.

The World Screen

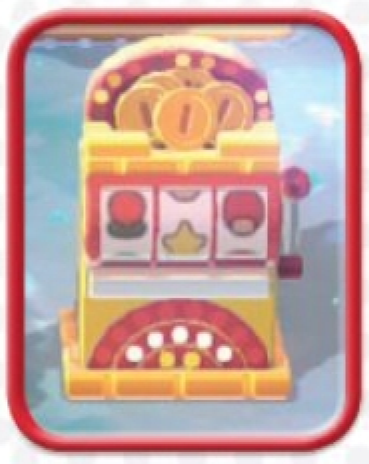
The World Screen is how our heroes navigate around the Sprixie Kingdom. On the World Screen you can access all playable levels, Toad Houses, Captain Toad levels, and more. Meanwhile pipes that can take you to secret areas or even warp you between Worlds abound, so be sure to explore every nook and cranny.

Map Screen

Map of Sprixie Kingdom

The Sprixie Kingdom Map Screen is where you can check up on how far you've gotten in your mission, as well as view your overall game completion statistics. You can also travel between worlds you've already accessed—even if you haven't finished them yet!

Lucky Houses



After every few completed levels, you gain (or re-gain if you've used it already) access to a Lucky House in a World. These are completely optional but are a good place to grab a boatload of Coins and, possibly, 1-Ups.

Simply jump under each of the Slot Blocks to bump them and reveal a picture. Match one pair of any picture to win 100 Coins, two pairs for 200 Coins, three pictures for 300 Coins, or four of any picture for a whopping 777 Coins! If you don't match any pictures, you'll still get 10 Coins just for playing.

TIP

How to Win at Slots

As a Slot Block spins, each picture cycles back onto a given Slot Block's face every three seconds. Look closely for the picture you want, then keep counting off by three seconds until you're ready to bop that Block! Feel free to use the game music to help you keep a rhythm as you count.

Toad Houses

Every so often you'll gain access to a Toad House. Like Lucky Houses, these are completely optional but are a good place to grab some quick Power-Ups.

In every Toad House you will find a small Gift Box and a large Gift Box. At random, one of these will contain multiple Power-Ups all at once. The other will contain a lone Super Mushroom. It's up to you to choose which box to go for and hopefully reap the Power-Up bonanza!

TIP

Need an Extra Helping Hand?

Toad Houses reset whenever you get a Game Over to help you get an extra boost.

Captain Toad's Adventures

Captain Toad's Adventures are good places to add Green Stars to your total, as each contains five of them. Navigate Captain Toad through a maze full of enemies and traps to reach the Green Stars. There's one catch, however: Captain Toad cannot jump. Use Ⓡ to rotate the maze to your liking as you progress.

NOTE

Captain Toad's Adventures are for one player only, and that player will be asked to use the Wii U GamePad.

Enemy Battles

Here you're placed in an arena battle with one or more standard enemies such as Galoombas or Fire Bros. Defeat the enemies to obtain a Green Star.

Boss Battles

Far more powerful than standard enemies, bosses employ devious tactics and often attack in hazardous arenas. Quick reflexes and strategy are required to defeat these nasties! Defeating bosses is usually, but not always, essential to game progression.

Mystery Houses

Mystery Houses are another great way to quickly add Green Stars to your total. These are sets of rapid-fire challenge rooms where your job is to accomplish tasks such as navigating obstacles or defeating enemies within 10 game seconds. If time expires, you must restart the Mystery House (and all of its challenges) from the beginning, but you get to keep all of the Green Stars you've collected in the Mystery House thus far.

Sprixie Houses

Simply enter a Sprixie House to receive the Stamp within and add it to your collection. Nothing could be easier.

GamePad Stages

In addition to the Captain Toad's Adventures, some levels in *Super Mario 3D World* require the use of the Wii U GamePad to take advantage of GamePad exclusive features. See the How to Play section for details. If you are playing with a controller other than the GamePad and try to access one of these stages, the game will ask you to switch to the GamePad before allowing you to enter.

Character Control

NOTE

The button commands listed here apply to the Wii U GamePad, Wii U Pro Controller, and Classic Controller Pro. For other controller listings, please see the How to Play section.

Super Mario 3D World is a big game, full of challenges. Not to worry, however! None of the challenges are insurmountable. From the second you start the game, you're provided a staggering amount of acrobatic skills with which to clear every stage.

Some of the moves listed below will be used constantly in your quest, while others will be reserved for special situations. Make sure to be imaginative as you use these moves, as this will lead you to victory and lots of saved Sprixies!

Basic Moves

Jump

Press Ⓑ (or Ⓐ) to jump into the air. This is one of the game's most important skills as it allows you to bump blocks from below, attack enemies, and navigate between platforms. The longer you hold the jump button, the longer you'll stay in the air. Tap the button for a quick hop, or hold the button for some serious hang time (especially when playing as Peach).

Dash

Hold Ⓨ (or Ⓧ) while moving to break into a dash. Dashing lets you move faster through levels, saving valuable time on the clock. Dashing before a jump will also greatly increase its height and distance potential.

In *Super Mario 3D World*, there are two levels to this technique: the Dash and the Super Dash. The Super Dash is achieved when a character has been using the Dash over a length of time. When each speed level is achieved, you will hear a signaling sound and your character's feet will momentarily show sparks. Use these cues to help you!

Crouch

Press ZL (or ZR) to crouch. Crouching slows your movement speed, but is essential to get into tight spaces. It also has the added benefit of making your character harder to hit, and therefore easier to avoid hazards and enemy attacks. Crouching during a dash also allows your character to do a quick slide. Crouching also serves as preparation for the potent crouch jump, which is explained in the next section. Finally, crouching serves as a way to access many of the game's secret areas. Never count it out!

Advanced Moves

Long Jump

When walking or running, tap ZL (or ZR) quickly, then Ⓑ (or Ⓐ) to perform a long jump. This move adds a little extra distance to your leaps. However, it comes at the cost of jump height, so plan your long jumps accordingly.

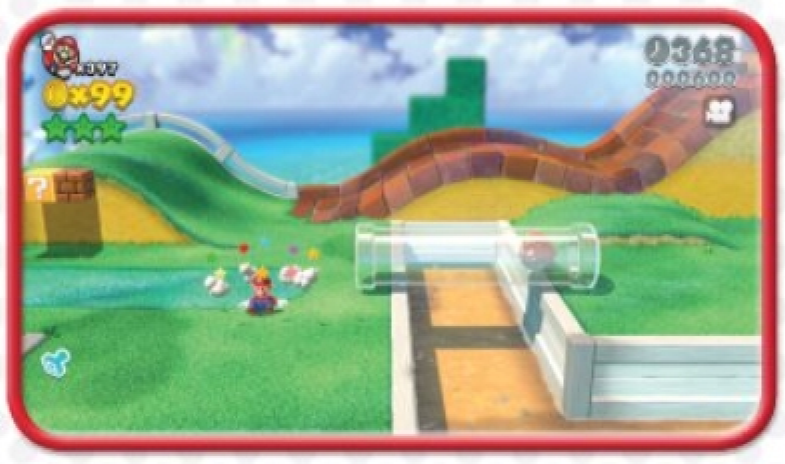
Somersault

Crouch down and hold Ⓛ in your intended direction, then press Ⓨ (or Ⓧ) to perform a somersault. Use this handy move to smash through blocks and speed through narrow passages. You can also use the somersault to attack enemies.

Rolling Long Jump

When a low ceiling prevents you from leaping across a large gap, the rolling long jump might just do the trick! During a somersault, quickly press Ⓑ (or Ⓐ) to dive forward. This allows your character to minimize the height of the jump without sacrificing distance.

Ground Pound

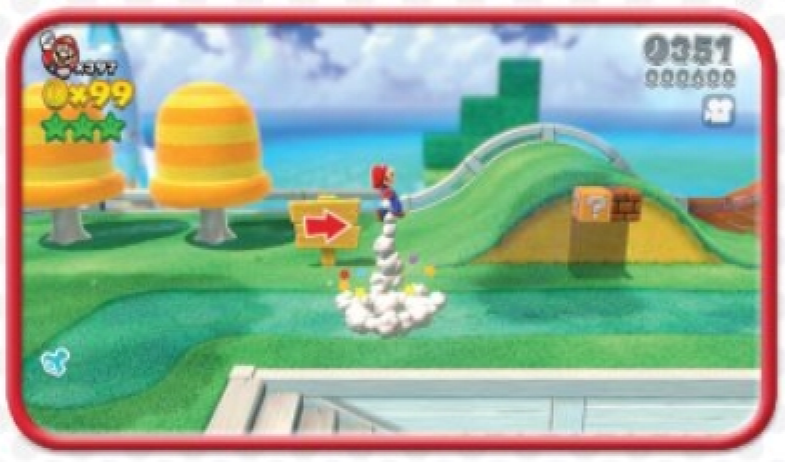


Jump into the air, then press ZL (or ZR) to slam down with a ground pound. Ground pounds can smash enemies, blocks, and other objects.

TIP

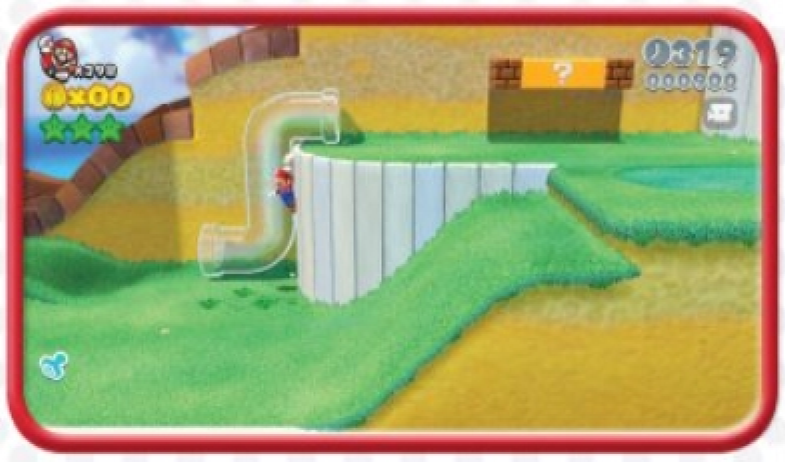
You can also think of the ground pound as a much more powerful stomp or jump attack. Enemies that take multiple jump attacks from above to defeat can take significantly fewer hits from a ground pound.

Ground Pound Jump



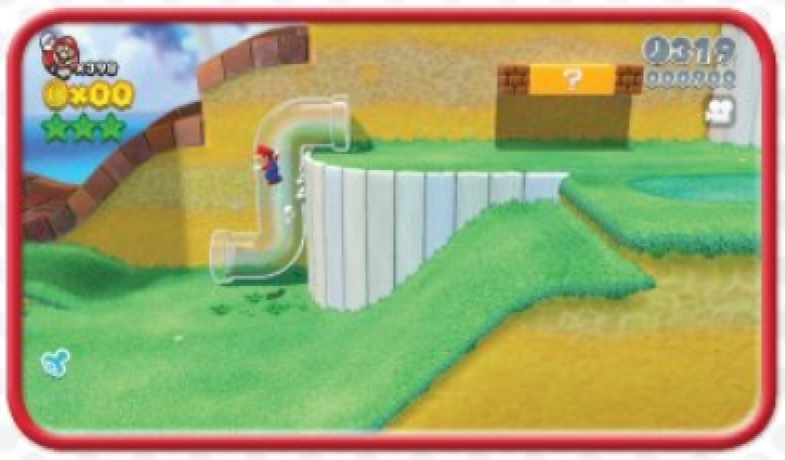
The moment Mario hits the ground after a successful ground pound, jump again. Mario will twirl and execute a high jump. This is good for keeping up your momentum rather than waiting for Mario to get up off the ground.

Wall Slide



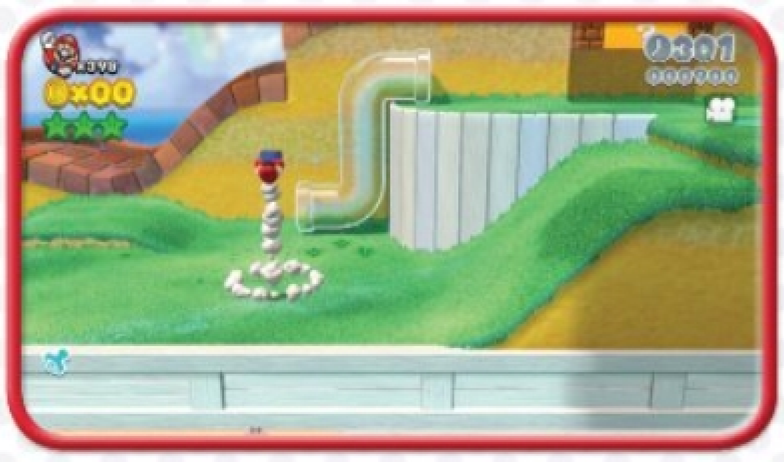
Jump toward a wall and hold Ⓛ in the direction of the wall as you make contact. Mario will to slide down the wall at a reduced speed. Use this when you're unsure of the path below and don't want to take a leap of faith, or when you need to make a soft, precise landing.

Wall Jump



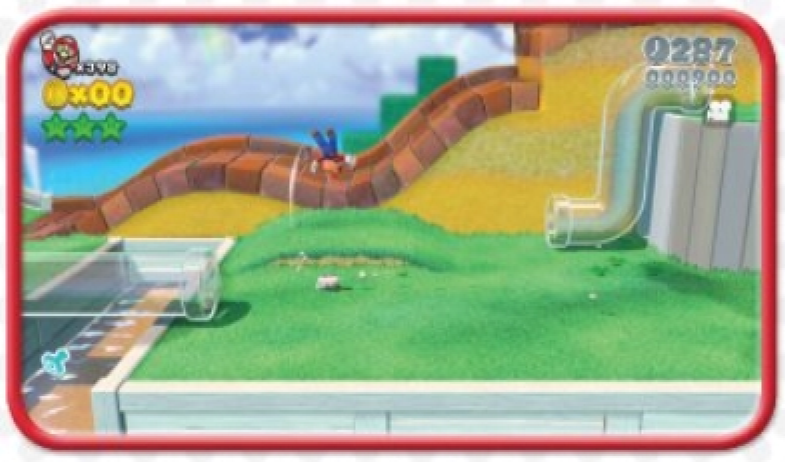
While sliding along a wall, press Ⓑ (or Ⓐ) to push off the wall. Wall jumps allow you to reach greater heights than would otherwise be possible. If you position yourself between two suitably located surfaces, you can usually perform a series of wall jumps to reach otherwise inaccessible areas.

Crouch Jump



The crouch jump takes a moment to charge up, but the extra height is well worth the wait. Hold the ZL (or ZR) button to crouch until you see your character start to shake, then press Ⓑ (or Ⓐ) to launch into a vertical backflip. If you're attempting to reach a ledge or platform, it's best to face away from your target as you crouch down.

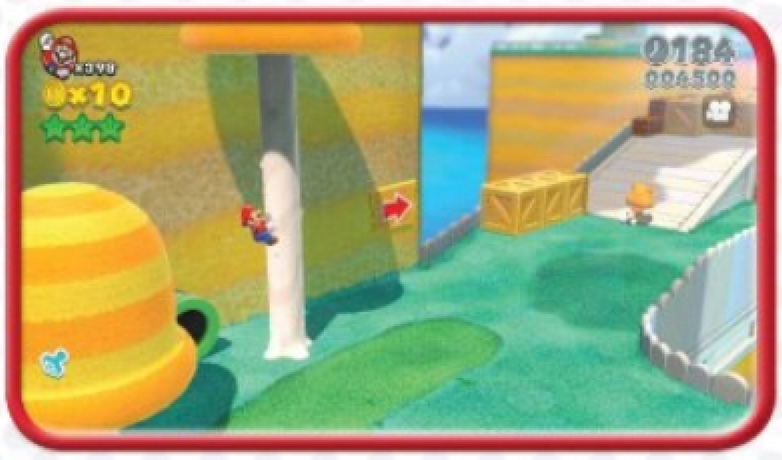
Side Somersault



To perform a side somersault, dash in one direction, then simultaneously reverse direction and press Ⓑ (or Ⓐ). This move shifts your momentum, allowing you to change direction without stopping first. Use side somersaults to spring away from unexpected dangers.

Special Techniques

Climbing

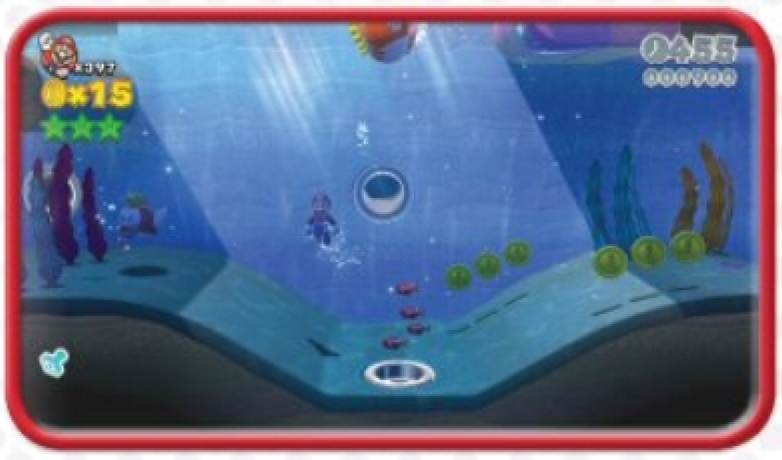


Many levels contain climbable objects, such as poles or trees. Jump onto a climbable object to latch on, then use Ⓛ to move in any direction. To stop climbing, simply jump away from the object. After grabbing a Super Bell, walls become climbable objects as well. Pressing Ⓐ will cause the player to leap from the surface being climbed, while pressing ZL will cause them to drop straight down.

TIP

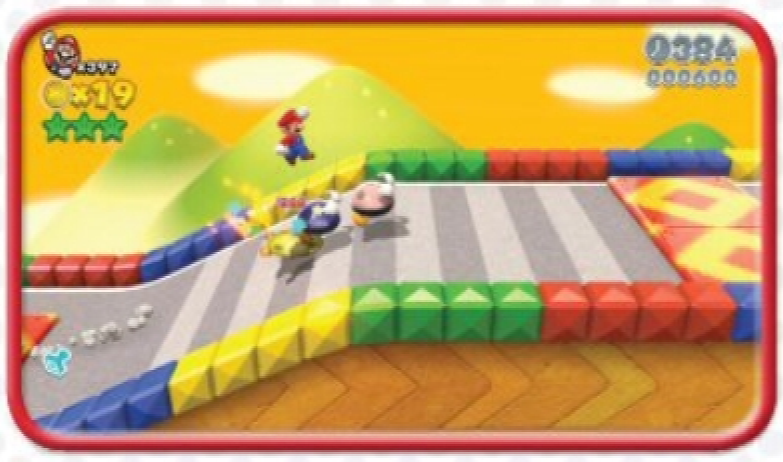
Climb every tree you can—the taller the better! The tops of many trees hold special items, or will allow you to get a wide view of the level once you reach the top.

Swimming



When underwater, swimming is by far the easiest and fastest way to get around. Tap Ⓑ (or Ⓐ) to swim. Swimming increases your speed, but it also propels you upward. Each tap of the button results in a single stroke. Adjust your timing to sink and swim as needed.

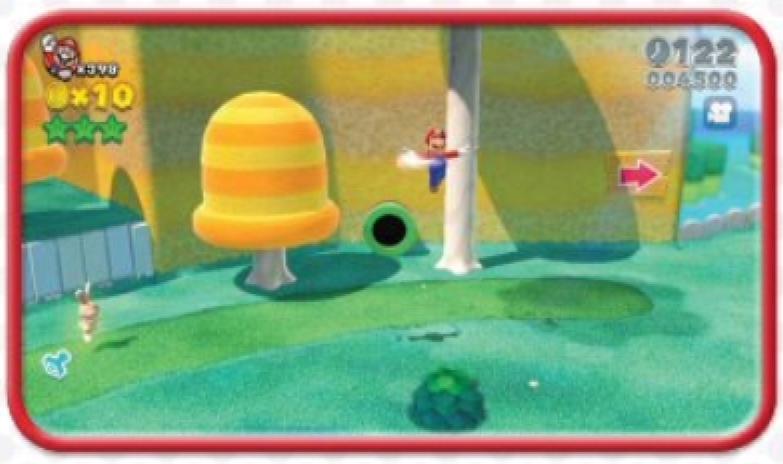
Bouncing



Bouncing requires precision timing and a suitable target—in particular, any enemy that can be stomped can allow you to use this technique. Jump onto your target and hit Ⓑ (or Ⓐ) just as you make contact. If you time it right, you'll spring high into the air.

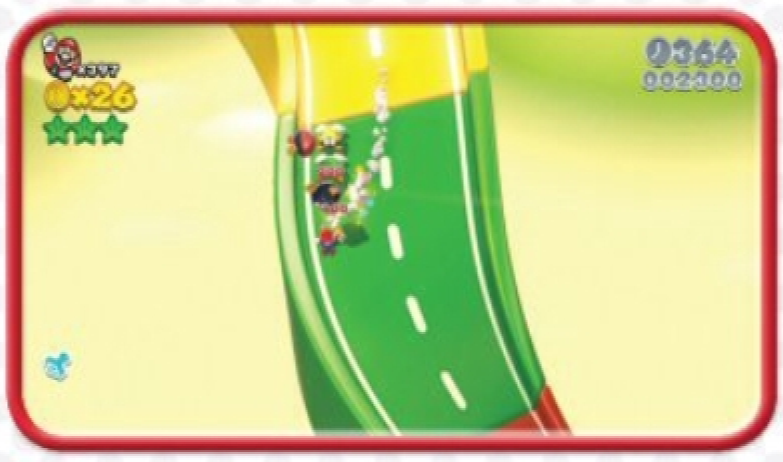
An alternate method is to hold Ⓑ (or Ⓐ) as you jump instead of letting go. You'll automatically bounce once you hit your target.

Spin Jump



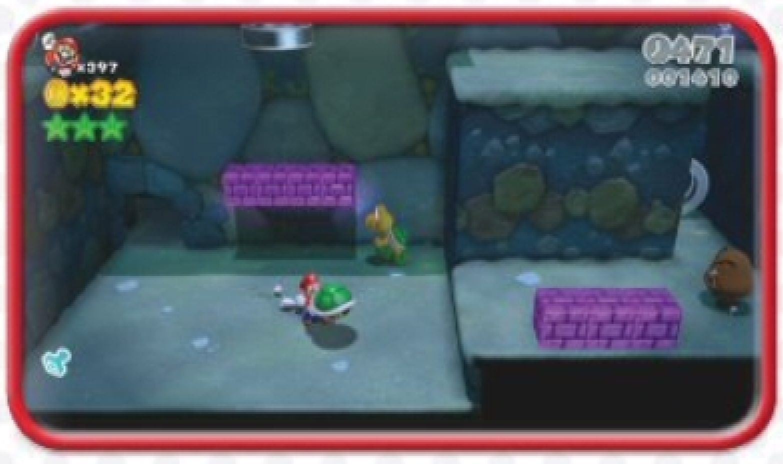
Twirl Ⓛ until Mario starts to spin, then press Ⓑ (or Ⓐ) to jump with his arms outstretched. Mario will jump higher than normal and take longer to fall back to the ground. For most characters, this is the highest jump which can be achieved.

Slide



Mario can slide by holding ZL (or ZR) when traveling down an inclined surface. While sliding, Mario attacks most enemies in his path automatically.

Item Interaction



You can pick up items (such as Shells and potted Piranha Plants) by holding Ⓨ (or Ⓧ) and touching them. As long as you're holding the button, Mario will continue to hold the item. To let go, simply release the button.

Our Four Heroes

Under attack from Bowser, all of the Mushroom Kingdom's heroes stand present and accounted for! Each of these characters bring differing strengths and weaknesses to the table in their quest to liberate the Sprixies and their territory. *Super Mario 3D World* becomes a different game with each character you play, so it's worth trying them all.

Mario

Mario is the star of our show, and he's been at this world-saving thing for years now. When it comes to jumping and thwarting evil, the Mushroom Kingdom has none better nor with more experience.

Mario is the all-arounder of the team. His movement speed, traction, and jump height are all to normal specifications—that is, everyone else covered in this section is a variation of him. If you want to get the best feel for how *Super Mario 3D World* is natively played, then good old Mario's here for you, just like always.

Luigi

Mario's plucky brother is back for another go, bringing his high-jumping powers along to help. When jumping, he gets the highest air of these heroes, and while he's no Peach, his jumps do have a little bit of hang time as well.

If you want to have an easier time with your jumps or just want to celebrate the Year of Luigi (and really, why wouldn't you want to?) then the green bro is ready and willing.

Toad

The loyal royal retainer of the Mushroom Kingdom once more accompanies the Mario Brothers on their adventures. This time, though, he's no mere copy of the Bros., but a major player in his own right.

Toad is the fastest of all playable characters. Where other characters might have to jump over obstacles and enemies, Toad has the leg power to move around them at a moment's notice and get to the Goal Pole quick as lightning. His trade-off is that he has the lowest jump height and hang time of the four by a hair's breadth. If you like your *Super Mario 3D World* with a little bit of extra adrenaline, then consider picking Toad. Just make sure to buckle in first.

Princess Peach

We're sorry, Bowser, but our Princess is out of her castle!

Peach has the slowest movement speed and momentum of our troupe, but she more than makes up for it with her ability to float for roughly two game seconds, giving her unparalleled aerial mobility. The possibilities are endless.

Carry friends over gaps, combine her flight with the climbing powers of the Cat Power-Up, add levitation to high jumps, or rule the skies as Tanooki Peach. If you're looking to explore stages or avoid traps with ease and finesse, this Princess is a powerhouse.

Power-Ups and Forms

Acrobatic moves are great, but special powers are even better! Along the way, Mario and company will be able to assume different forms. All of these contain their own powers to help you battle Bowser and his minions. Use the best Power-Up for the job!

NOTE

The button commands listed here apply to the Wii U GamePad, Wii U Pro Controller, and Classic Controller Pro. For other controller listings, please see the How to Play section.

While Mario is listed here, please note that all of Mario's forms apply to all heroes, whether it be Small Toad, Fire Peach, Cat Mario, or Boomerang Luigi.

Super Mario

This is Mario's default size, and the one you should get used to seeing most often. In this standard form, Mario (and his friends) can jump, dash, and smash with the best of them. With impressive athleticism and resilience, Mario is capable of overcoming almost any challenge. If a character suffers damage, they're reduced to a more vulnerable form. When this happens, simply look for a Super Mushroom to get back into full fighting shape.

Small Mario

When Mario takes damage, he becomes Small Mario. In this state, Mario is at his most vulnerable. Small Mario can't break through blocks, and a single hit can put an end to his adventure. This doesn't mean Small Mario is defenseless, however. In this form, Mario can still combat enemies, traverse hazardous areas, and perform his acts of customary heroism—he just has to be a little more cautious until he finds a fresh Power-Up. In this form Mario is also small enough to fit in a single block's height, allowing him to easily walk into places his other forms would have to crouch to get into.

Fire Mario

When Mario collects a Fire Flower, he transforms into Fire Mario. In this form, Mario can use fireballs to attack his enemies from a safe distance. Not all enemies are vulnerable to fireballs, but Fire Mario can easily adapt to these situations. Fire Mario has all of Super Mario's acrobatic moves, so he's always ready to switch up his attacks. This rare transformation also makes our hero a bit more durable. When Fire Mario takes damage, he simply reverts to Super Mario.

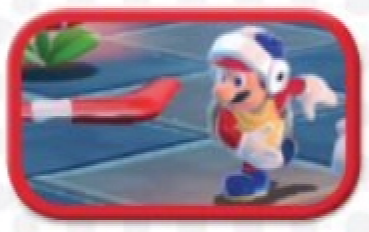
When in this form, press Ⓨ (or Ⓧ) to skip a fireball across the ground.

Fireballs bounce off walls, making them particularly effective in enclosed spaces. Fireballs can also be used to ignite special pedestals, revealing hidden items or secret areas in the process. You can also throw fireballs through Clear Pipes!

TIP

If you can't toss a fireball at an enemy in a straight line, try going for a bank shot!

Boomerang Mario



When Mario collects a Boomerang Flower, he becomes Boomerang Mario. Like the Fire Mario transformation, this form allows Mario to attack from a distance. However, Mario can use boomerangs to take out flying enemies that his fireballs could never reach. Boomerangs are also able to pick up collectibles, making this a particularly versatile transformation.

When in this form, press Ⓨ (or Ⓧ) to throw a boomerang. You can only use one boomerang at a time. After you throw a boomerang, you must wait for it to return or break before you can throw the next one.

TIP

For some added fun and to cover your back, you can jump over a boomerang as it returns to you, allowing it to fly behind you. You can do this only a couple of times though.

Cat Mario

When Mario collects a Super Bell, he changes into Cat Mario. Cat Mario can Claw or Pounce enemies from the ground, or Claw Dive at them from the air. Cat Mario can also climb walls, making it easy to maneuver around enemies and traps, and find secret areas.

Climb vertical surfaces by leaping at them with Ⓑ (or Ⓐ) and Cat Mario will automatically stick to them; use Ⓛ for climbing in any direction. To Claw at an enemy, press Ⓨ (or Ⓧ) while standing still or walking To Pounce at an enemy on the ground, hold Ⓨ (or Ⓧ) while dashing. Finally, to Claw Dive at an enemy from the air, jump, then hold Ⓨ (or Ⓧ) to lunge with claws outstretched!

Tanooki Mario

When Mario collects a Super Leaf, he transforms into Tanooki Mario. In this form, Mario can perform gravity-defying floats and devastating tail attacks! Floating slows Mario's descent to such an extreme he practically walks on air. Tanooki Mario can use his tail attack to hit enemies and smash blocks. When combined with Mario's acrobatic skill, the rare Tanooki Power-Up provides one of his most versatile forms.

Float by holding Ⓑ (or Ⓐ) while in the air. This not only extends the duration of your jump, it also allows you to make midair adjustments for precision landings. To perform a tail attack, tap Ⓨ (or Ⓧ). Finally, to perform a tail spin that can be done continuously and while mobile, hold ZL (or ZR) and press Ⓨ (or Ⓧ).

Suits and Transformations

Mega Mario

Upon collecting a Mega Mushroom, Mario becomes Mega Mario. Mega Mario fears nothing. He stomps over enemies, breaks obstacles and parts of the stage, and can even defeat enemies several times his normal size. However in exchange, he moves far more slowly than normal, so keep that in mind. He can also still lose a life by falling down pits.

Lucky Cat Mario and Golden Statue Mario

When Mario collects a Lucky Bell, he undergoes a special Cat transformation. Lucky Cat Mario can perform a ground pound to turn into golden Statue Mario. In this form, Mario can't move, but he's immune to all damage. Each golden Statue Mario transformation is only temporary, but the next one is only a ground pound away. As long as you have a Lucky Bell, the golden Statue Mario form can be used whenever you like.

If Mario turns into the golden statue while in the air, Coins are continuously produced until he hits the ground. Turn into a statue from great heights to reap golden rewards!

Golden Statue Mario is best used to protect against projectiles and moving hazards. Although some enemies ignore golden Statue Mario, others will rush in and wait for the transformation to wear off!

White Tanooki Mario

White Tanooki Mario has all the powers of Tanooki Mario, but is also invincible to enemies and stage hazards. Think of it as having a Super Star for the duration of a stage. Keep in mind that White Tanooki Mario can still lose a life by falling down a pit, falling into lava or a Poison Bog, or touching a wall of Fuzzies.

CAUTION

Beating a stage using White Tanooki Mario forfeits your ability to gain full 100 percent completion (sparkling stars on your completed save file), even if you obtain everything else in the game. If this is important to you, then make sure to re-clear the same stage without White Tanooki Mario to get your sparkling stars back!

Items and Objects

You'll find a number of items to interact with in *Super Mario 3D World*. Most of them can be used to help in your adventure. However, some can be hazardous to Mario's health. Make sure you know the difference by reading on!

NOTE

While Mario is referenced in these sections, all of our heroes can interact with these items and objects in the same manner.

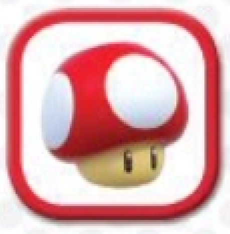
Power-Ups

Whenever you see a Power-Up, it's a good idea to grab it. The powers and abilities that they grant are the key to accessing your different forms, and thus defeating Bowser with as little trouble as possible.

TIP

Adapt to the situation! With few exceptions, you can hold one extra Power-Up item in your item storage wherever you go, and use the ⊖ button to retrieve it whenever you need a boost or want to swap your currently used Power-Up.

Super Mushroom

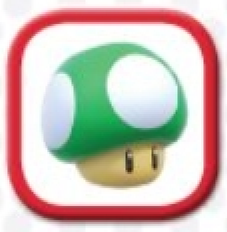


The Super Mushroom turns Small Mario into Super Mario. You'll find a few of these in predetermined locations, but they have a real knack of showing up when Mario is at his most vulnerable. When you're playing as Small Mario, blocks that would otherwise contain more advanced Power-Ups usually provide Super Mushrooms instead.

NOTE

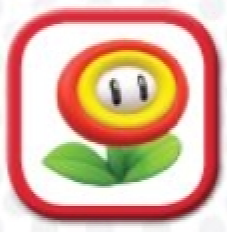
Super Mushrooms don't override other Power-Ups. If you pick one up while you're at least Super Mario, then the Super Mushroom will go into your inventory. If you're already carrying a spare Power-Up in your inventory, collecting a Super Mushroom will earn you 1,000 points.

1-Up Mushroom



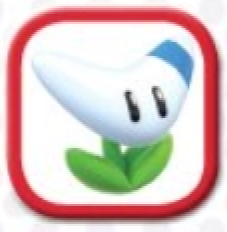
The 1-Up Mushroom is among the most important Power-Ups you can find. Instead of granting new abilities, a 1-Up Mushroom provides you with an extra life. These valuable items are spread all throughout the game, so make sure you grab each one you find, especially if you're playing multiplayer where it's easy to lose multiple lives frequently.

Fire Flower



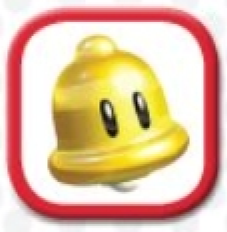
The Fire Flower turns Mario into Fire Mario. This useful Power-Up is fairly rare, so take full advantage whenever you're lucky enough to find one: You get ranged offensive power against enemies.

Boomerang Flower



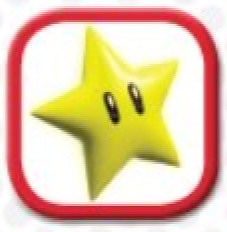
This Power-Up turns Mario into Boomerang Mario. Boomerang Flowers are as rare as Fire Flowers, and they're always worth collecting for the ranged offensive and item-retrieval capabilities that they grant.

Super Bell



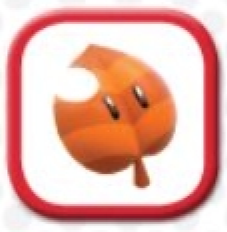
The Super Bell grants Mario the Cat Power-Up, and is one of the Power-Ups you'll come across most frequently. With it, Mario and company can do whatever a kitty can: climb walls, Pounce, and Claw at enemies. Always look around for a Super Bell so you'll be better equipped to find secret areas, as well as have a well-rounded, close-quarters offense ready to go against enemies.

Super Star



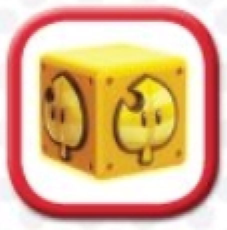
Super Stars make our heroes temporarily immune to all damage. While your character enjoys the Super Star's effect, you can defeat enemies simply by running through them, and can touch or walk on hazardous terrain such as spikes. These rare Power-Ups cannot be stored, so make sure you're ready to use it before you collect it.

Super Leaf



Super Leaves turn Mario into Tanooki Mario, who can attack enemies with his tail and stay airborne for long stretches. The Super Leaf is one of the rarest yet most useful Power-Ups, so it's always a good idea to grab one when you can, or even tuck one into your item storage slot.

Gold Leaf

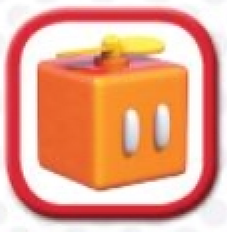


If you lose five lives on a single level, a golden Assist Block will appear with a Invincibility Leaf inside. Picking this up transforms Mario into White Tanooki Mario, who is effectively invincible (though can still lose lives by falling down pits). Keep in mind that Assist Blocks do not appear in levels you've already cleared, nor do they appear in Worlds past World Bowser.

CAUTION

If you complete a stage after having picked up this Leaf, you automatically lose the ability to gain full 100 percent completion (sparkling stars on your completed save file), even if you obtain and accomplish everything else in the game. Fortunately, you can reverse this situation simply by beating the stage again without using this Leaf.

Propeller Box



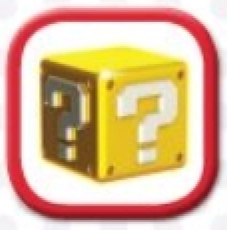
Using the Propeller Box, Mario can launch himself to amazing heights and float gently to the ground. This allows him to explore areas that would otherwise be impossible to reach. The Propeller Box acts as a temporary Power-Up that characters can slip right over their current outfit. When they suffer damage, the Propeller Box is destroyed.

While in the air, press Ⓑ (or Ⓐ) to launch yourself upward with a burst of speed. You must return to the ground before you can use the ability again. After each launch, hold Ⓑ (or Ⓐ) to slow your descent. This ability can be used anytime before you land. Each Propeller Box can only be used while you're in the level—once you reach the Goal Pole, you're rewarded with an extra life.

NOTE

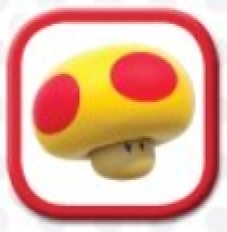
The Propeller Box is very useful, but it does limit the effects of certain Power-Ups. While active, the Propeller Box prevents you from throwing fireballs and boomerangs, or turning into a statue; Tanooki tail attacks and all other Cat Power-Up abilities, however, can be used.

? Box



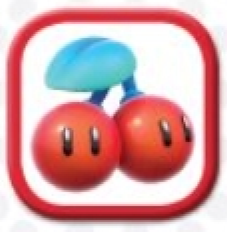
? Boxes look just like ? Blocks, but they behave very differently. If Mario hits one of these rare items repeatedly and rapidly, the ? Box breaks free and encases Mario's upper body! Like Propeller Boxes, ? Boxes act as temporary Power-Ups. As Mario moves, the ? Block generates Coins. When he takes damage, the ? Box is destroyed. Like the Propeller Box, if Mario reaches the Goal Pole while wearing the ? Box, the reward will be an extra life.

Mega Mushroom



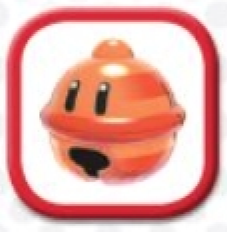
The ultra-rare Mega Mushroom temporarily turns Mario into Mega Mario! Run over enemies and even destroy parts of the stage in your awesome rampage! Be careful not to destroy pipes that may lead to secret areas while you're busy stomping around.

Double Cherry



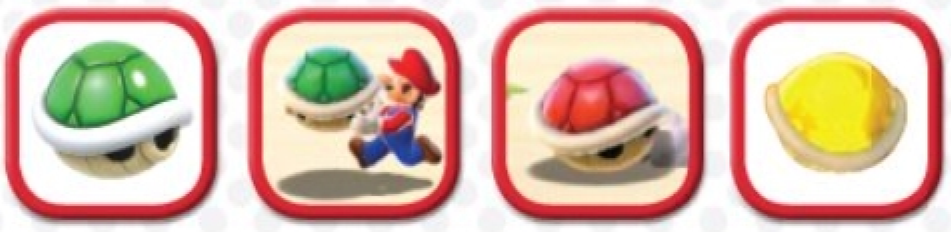
Two Marios are better than one! The Double Cherry creates a clone of Mario that mimics his movements exactly, and has the exact same equipped powers. Better yet, you can collect up to four Double Cherries in a stage to have a maximum of five Marios to do your bidding. Set up coordinated attacks, or explore with efficiency.

Lucky Bell



Found only in latter parts of the game, the Lucky Bell gives you the Lucky Cat Power-Up. Mario and company will be able to do everything the Cat Power-Up allows, with the added bonus of being able to turn into an invincible golden statue.

Koopa Shell

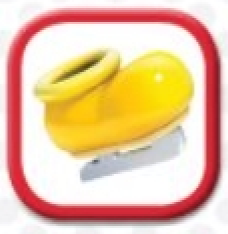


These aren't exactly Power-Ups per se, but they're still very helpful! Stomping Koopa Troopas will eject them from their Shells, which can then be picked up with the Ⓨ (or Ⓧ) button. Mario can then ride inside of it by holding the ZL (or ZR) button, smashing against all comers! Careful—don't do so for too long or you'll become dizzy and vulnerable for a few game seconds! You can control the Shell to a small extent with Ⓛ. Rare gold Shells also exist. Ride inside of these to generate Coins.

TIP

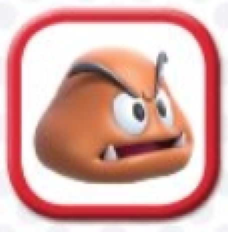
When a character rides inside a Koopa Shell, that Shell becomes their signature color (Mario's is red, Luigi's is green, etc.). Use this to tell friendly Shells from the rest! Careful, however: even "friendly" Shells can still damage other players in multiplayer.

Ice Skate



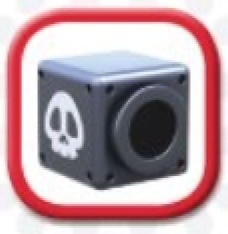
Found in some of the game's more wintry stages, the ice skate allows for super-fast movement, at the cost of mobility and jump height. Barrel into enemies with ease, but make sure you watch where you're going so that you don't accidentally end up falling down a pit or colliding with a stage hazard.

Goomba Mask



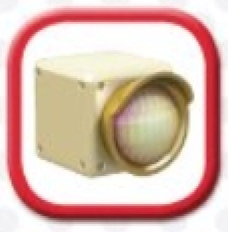
Pick one of these up and most enemies will think you're one of their ranks, allowing you to sneak by them without being chased. It's handy, if not attractive.

Cannon Box



Pick up the Cannon Box and become a living turret and shoot cannonballs at your foes from all directions! The Cannon Box constantly shoots cannonballs anywhere you face, unless you hold Ⓨ (or Ⓧ) for a few game seconds to fire with a supercharged shot.

Beam Box

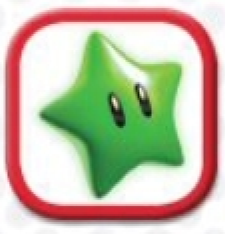


Only found in a couple of stages, this shines a beam of light wherever you face. This Power-Up is the only way to defeat ghosts for good, which makes it extra special. Boos, Big Boos, and Peepas are suddenly nothing to worry about.

Collectibles

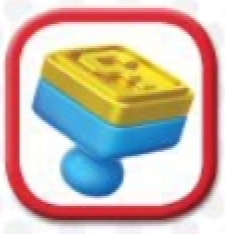
Collectibles may not grant special powers, but they can support Mario in other ways, or even unlock parts of the game you haven't seen yet. Be sure to grab as many of these as you can, too!

Green Star



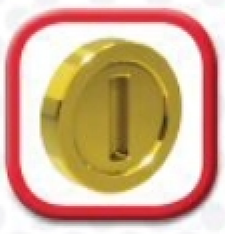
Green Stars are, hands down, the most important collectibles you'll come across. Each level has three Green Stars, and you'll need to collect all of them to earn the maximum star rating in your save file. Locked levels can also only be accessed after you've collected the required number of Green Stars. You'll have to do a lot of footwork to track them all down, but your effort will be rewarded. Collecting all Green Stars is required for 100 percent completion of the game.

Stamp



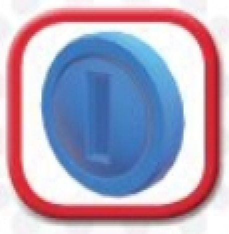
Collect Stamps to fill out the Stamp Collection. Stamps can be used to decorate posts to Miiverse made from the game. One Stamp is hidden in each level, and you can also retrieve stamps at Sprixie Houses. Collection of all Stamps is required for 100 percent completion of the game.

Coin



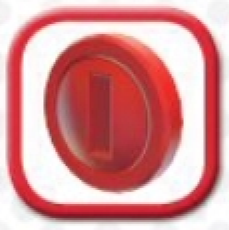
You'll find Coins scattered throughout every level. Whether they're hidden in blocks or out in the open, Coins are the most common collectible you'll find. Each time you collect 100 Coins, you'll earn an extra life.

Blue Coin



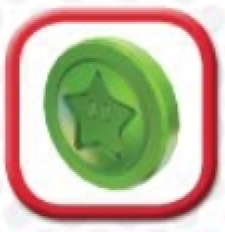
Blue Coins typically appear in bonus rooms reached by Mystery Boxes. They disappear after a set amount of time, but collecting all of them will often result in the appearance of a Green Star for Mario to collect.

Red Coin



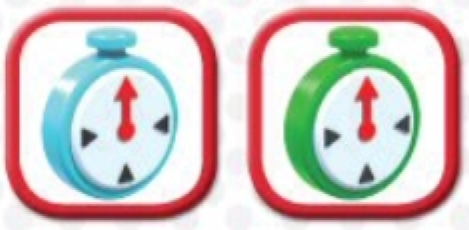
Red Coins appear after you pass through a Red Ring. They vanish after a short time, so you must move quickly if you hope to collect them. If you manage to get them all, you'll be rewarded with a Power-Up.

Green Star Coin



Green Star Coins appear after you pass through a Green Star Ring. Like Red Coins, they vanish after a short time. Managing to collect all of these will nab you a Green Star.

+ Clock

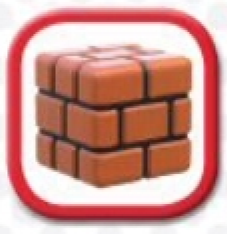


Your character is always racing against the clock, and + Clocks allow you to stay one step ahead. Blue + Clocks grant 10 additional game seconds, while Green + Clocks provide 100 additional game seconds!

Objects

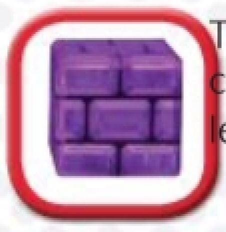
The myriad objects you come across in the game can do anything from changing your character to changing the world around you. Knowledge of how they work will allow you to manipulate levels to your advantage, so be sure to study up!

Block



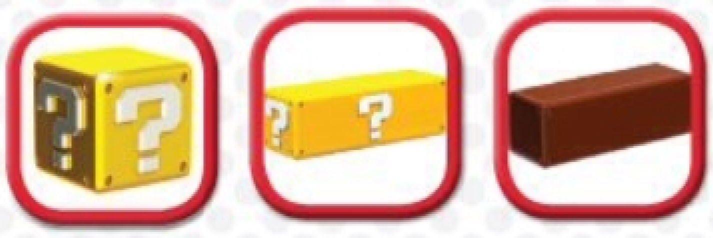
Blocks are common objects in nearly every level, but they serve a variety of purposes. Some Blocks form platforms or ledges to help you reach new areas, while other Blocks form obstacles that slow your progress through a level. Most Blocks can be smashed, but occasionally you'll find one that contains a collectible or a Power-Up.

Crystal Block



These look and behave just like blocks, but are purple in color. They are most easily found in some underground levels.

? Block

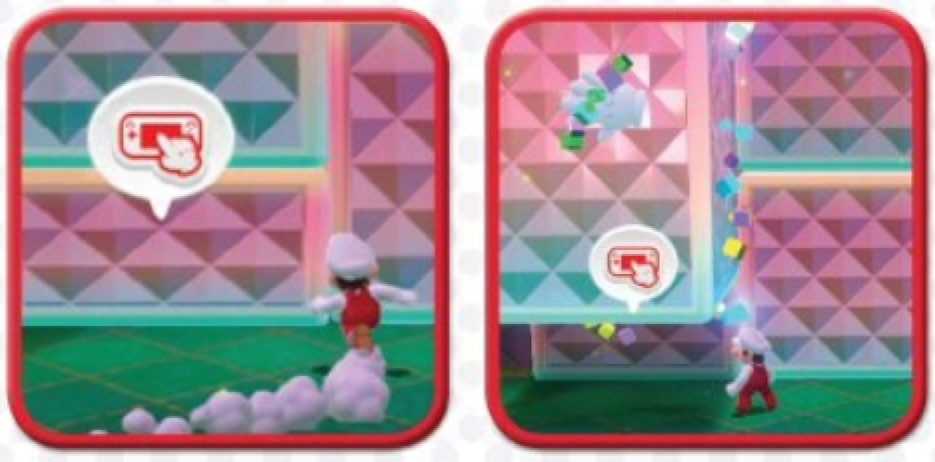


? Blocks always contain an item of some kind. Most ? Blocks contain Coins, but they're also the most common source of Power-Ups. As a rule, never pass by a ? Block without checking its contents. Once you've done so, these become Empty Blocks, which are still useful as platforms if not much else.

TIP

Not all blocks can be seen! Invisible ? Blocks are made visible only when hit from below, and they always contain an item of some kind. More often than not, you'll find invisible ? Blocks by accident, but it never hurts to keep an eye out for a circle of Coins or suspiciously placed blocks. The whereabouts of invisible ? Blocks can also be discovered by using ground pounds, blowing into the microphone on the GamePad, or tapping on the touch screen.

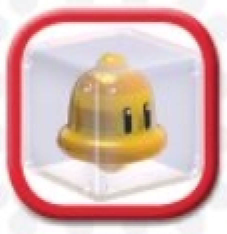
Touch Screen Platform



When you see a block that has a picture of the Wii U GamePad next to it, you've happened upon a touch screen platform! Tap this block on the touch screen of the Wii U GamePad to extend it, and allow your hero to continue on their journey.

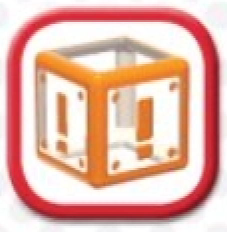
Items and Objects

Roulette Block



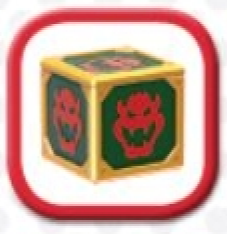
A Roulette Block quickly cycles through a number of Power-Ups. When you hit a Roulette Block, it stops cycling and rewards you with whatever contents are displayed on it at that moment.

Warp Box



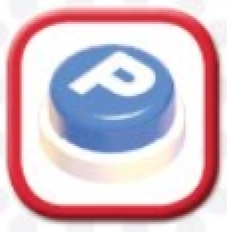
When you touch a Warp Box, you're whisked away to a predetermined location. Although some Warp Boxes allow you to move freely between areas, others disappear once you use them. If you're not sure where a Warp Box leads, take care of any unfinished business before you enter it.

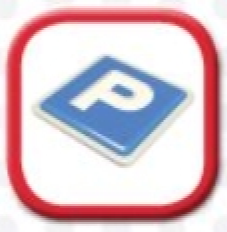
Baddie Box

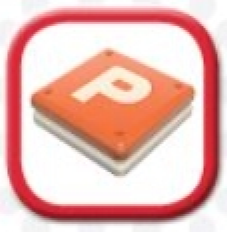


Beware the boxes with Bowser's face on them! When you approach a Baddie Box, enemies pop out at a rate of one every few game seconds. Baddie Boxes contain an endless supply of foes, so it's usually best to run right past them. However, depending on their payload (many contain Bob-ombs) they can also be a great supply of fodder to use against other enemies.

P Switch







Step on a P Switch to uncover secret Coins, reveal hidden trails, or move platforms into place. Most P Switch effects are temporary, so make sure you move quickly! Orange P Switches tend to come in pairs or more, and must all be activated at the same time.

Red Ring

Before you pass through a Red Ring, make sure you check for nearby enemies. After you trigger the Red Ring, you have a short time to collect the revealed Red Coins and reap the Power-Up reward afterwards.

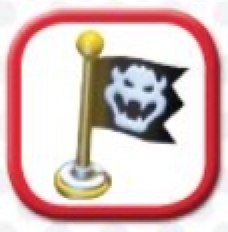
Green Star Ring

Green Star Rings act the same as Red Rings. You'll have a limited amount of time to gather Green Star Coins, with a Green Star as a reward. Due to this fact, make sure to be both extra cautious and extra quick, as the chance to grab a Green Star is valuable!

Gold Ring

Step through a Gold Ring to instantly snag three Coins without having to worry about a time limit at all.

Checkpoint Flag

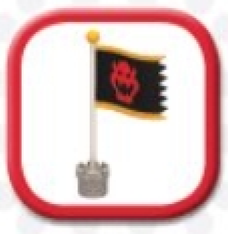


Touch a Checkpoint Flag to mark your progress through a level. If you lose a life later in the level, you'll be returned to the Checkpoint Flag. This is a real time saver, so make sure you have plenty of extra lives on hand to be able to start from the Checkpoint Flag if needed.

NOTE

When Small Mario/Luigi, etc., triggers a Checkpoint Flag, it returns Small Mario to Super Mario.

Goal Pole

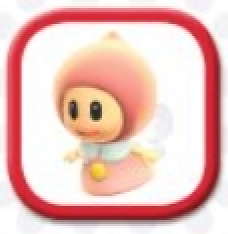


The Goal Pole signals the end of a level. To claim victory, you must reach and jump onto the Goal Pole before time runs out. If you manage to jump to the very top of a Goal Pole, you're rewarded with 10,000 points and the flag atop the pole will turn gold.

NOTE

Try to reach the top every Goal Pole. The game keeps track of this for unlocking secrets!

Binoculars



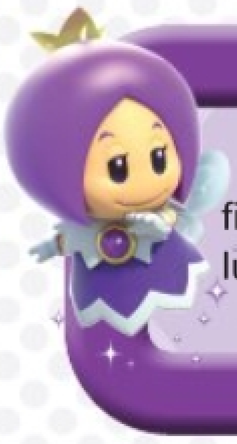
Binoculars can provide useful information about the path ahead of you. Occasionally you'll find valuable items and alternate routes that can't be seen from the main path. Sprixies in certain levels hold binoculars, and they are either hovering over trees or on small platforms that have good views of a level.

Pipes

Pipes offer a quick and easy way to move between areas. Some pipes simply allow you to proceed through the level, but many of them lead to secret rooms. Every pipe leads somewhere, so make sure to keep an eye out for them.

Clear Pipe

True to its name, enter one of these Clear Pipes and you can see your character's traveling path. Some Clear Pipes can split off into branching paths; use Ⓛ to steer as you travel through them. Watch out, though, because some enemies can live in or travel through Clear Pipes themselves!



TIP

With the Fire Flower Power-Up, our heroes can toss fireballs into Clear Pipes, defeating most enemies that lurk inside. If they don't hit anything then they'll come out the other side, too, for really long-range attacks!

Cat Wheel

When you see a Cat Wheel, you can bet it will activate a hidden path or reveal a valuable item nearby. Claw at the Cat Wheel repeatedly to activate it. Of course, only characters with the Cat Power-Up can do this, so you'll have to find one.

Switchboard

When you find a Switchboard, hop on to go for a ride. Switchboards have two arrows on them, and whichever one Mario hops on is the direction that the Switchboard will travel. The trip is rarely a smooth one, however. Always be ready to reverse direction or jump to safety.

Baseball

Baseballs can be picked up and thrown anywhere—at enemies, or at parts of the stages. If you see a baseball, chances are you'll need it for something in the area, so take a look at your surroundings!

Big Block

Seen in the latter parts of the game, Big Blocks look just like Blocks, except they're, well, big! They also take more hits to break than normal blocks.

Gift Box

You can see Gift Boxes most often in Toad Houses. Touch them to receive their contents—usually a Power-Up.

Slot Block

In Lucky Houses, you'll be bumping these from below to try and win Coins. See the Lucky House entry on page 7 for tips on how to use these blocks to their fullest!

Red POW Block

POW Blocks come in two varieties: Red POW Blocks, and one giant-sized Super POW Block seen late in the game. Either way, the result is the same. Hit one of these to stun or defeat all enemies in the immediate area. They're perfect for when you find yourself surrounded or just want a clear path to the next area.

Rock Block

Rock Blocks are stronger than your average block, and can't be destroyed by normal means. It takes the power of a bomb or Mega Mario to break one. Breaking these tends to be worth the effort, however, as they almost always hide secrets.

Bombs

Bombs come in two varieties: normal and the soccer-ball-painted Kick Bomb. You'll often find these in castle levels. When they're launched at you, kick them to send them back in one direction. They will then explode upon the first thing they hit.

Be careful—if you see one of these flashing, it means they're about to explode! Get out of the way before that happens.

Cloud Cannon

On your journey you'll find clouds simply sitting out in the middle of nowhere. These are hidden in some levels. If you see one, be sure to jump in! The Cloud Cannon will take you to a realm high in the clouds filled with bonus collectibles, and (usually) a Green Star.

Dash Panel

Step on these to go rocketing off in whatever direction you face at high speed for a limited time! You can change direction as you're zooming around, so use this to your advantage and make sure you don't fall into a pit or crash into a stage hazard.

Grumblump

As a rule, Grumblumps aren't very happy to see you. As soon as you step on a Grumblump, it will start rolling around the stage. You'll have to continuously run on top of it if you want to stay on for the ride. Once the ride's over, the Grumblump you're on will calm down again, but then there's the next one...

Jump Panel

Jump Panels do exactly what they say: Place your feet onto the plate, then press Ⓑ (or Ⓐ) and prepare for liftoff!

Springboard

High-jumping the old-school way! Jump onto one of these, then jump off with the right timing to bound extra high. These have even more uses than the Jump Panel since they can be picked up and carried anywhere you wish.

Propeller Platform

Propeller Platforms can be raised only by blowing into the microphone of the Wii U GamePad. Leave the microphone alone and the Propeller Platform will return to its original position.

Plessie

This helpful little dinosaur shows up in some levels to provide you safe passage. You can steer Plessie with Ⓛ and jump with Ⓑ (or Ⓐ).

Rabbits

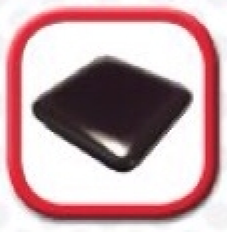
These little guys bounce around, usually holding or hiding something helpful. Catch them to make them give it up. Be careful, though—they're fast!

Multi-Vator

This platform moves only when two or more characters stand on top of it. You can achieve this with multiple players or with the Double Cherry Power-Up. Check the number imprinted on any Multi-Vator to see how many are required to activate it.

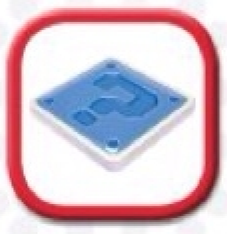
Items and Objects

Color Panel



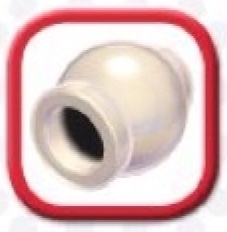
Step on Color Panels to light them up! These are usually arranged to show a picture and unlock secrets once you step on several that are next to each other.

Switch Panel



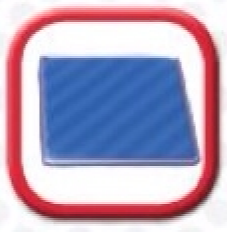
Step on these to change their pictures from "?" to "!", and their color from blue to yellow. You'll usually see these lined up in some sort of formation in a blocked-off area, and have to step on all of them to progress. Once you do, they will turn green.

Clear Pipe Cannon



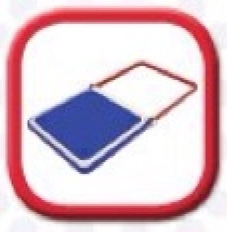
Simply put, this is a cannon built into a Clear Pipe. Entering one of these will launch you to the next area, or sometimes to a secret one.

Rotating Panel



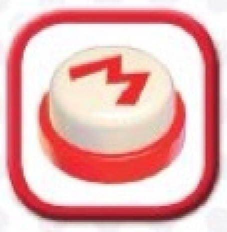
Rotating Panels slowly spin, switching between being platforms that are easily walked upon, and narrow strips that are tough to navigate. Both can be traveled upon, but for the easiest time, you'll naturally want to wait for the former.

Red-Blue Panel



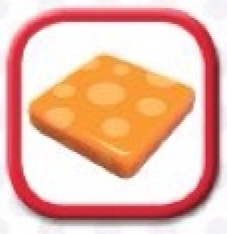
These panels make for some tricky platforming—they'll flip around every time Mario jumps. The key to navigating these is to anticipate where the panel will flip to next, then make a leap of faith toward it!

Character Switch



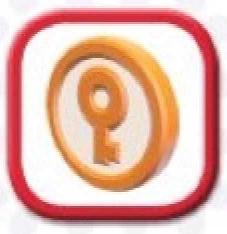
This switch looks and works much like a P Switch, with one major difference: It bears the logo of a specific character. You'll need to have that character stand on it to activate it.

Mushroom Trampoline



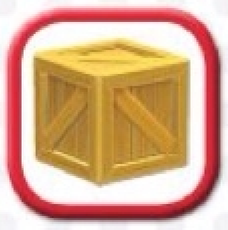
As its name would suggest, simply step on the Mushroom Trampoline (that looks like a mushroom) to jump extra high. Boing!

Key Coin



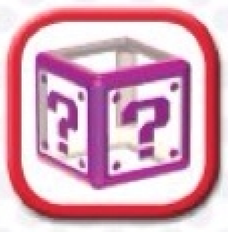
In some stages you will have to collect a number of Key Coins to unlock a Warp Box to the next area. Be sure to explore every nook and cranny!

Wooden Crate



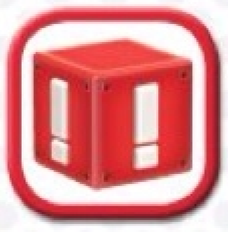
A longtime staple of video games, just like Mario. What's inside? It could be nothing ... or it could be everything. The only way to find out is to bust it open with an attack. You could also just jump on top of it to get a boost to high platforms, but that would be boring.

Mystery Box



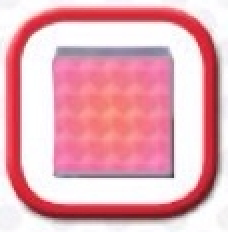
Jump into a Mystery Box for a chance to earn a Green Star! Just like in Mystery Houses, you'll have 10 game seconds to figure out the task before you, and accomplish it to claim your prize.

Switch Block



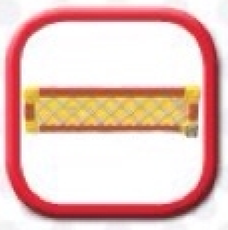
Switch Blocks act as switches for Switchboard rails and other stage mechanisms. Whenever you see one, make sure that pushing it is the best course of action, as activating these mechanisms can either save your life or endanger it!

Beep Block



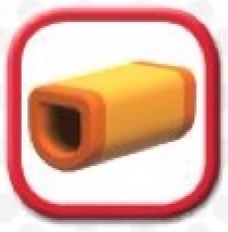
These platforms disappear and reappear after a certain number of beats. Use your inner rhythm to tell yourself when they're safe to step on, and when you should jump off!

Chain Link



Shifting gates that move vertically or horizontally. Many of these can be climbed on, so have your Super Bells ready!

Donut Block

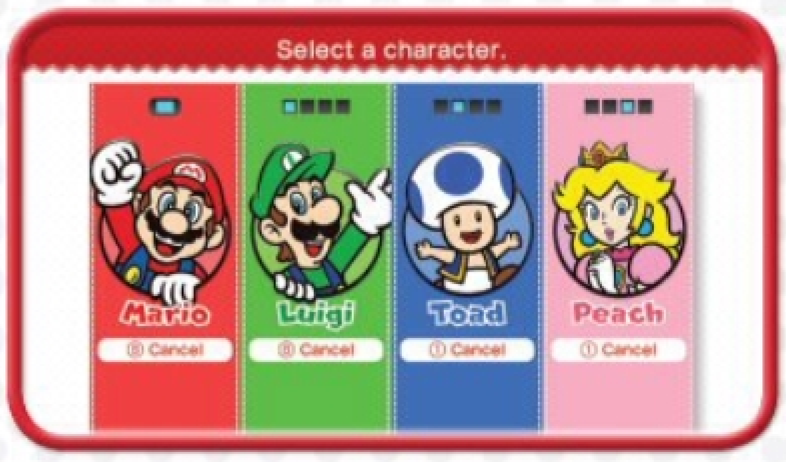


Get on one of these blasts-from-the-past, and they'll start to shake when trying to support your weight. Stay on too long and they'll fall to oblivion, taking you with it! Be light on your feet when using Donut Blocks as platforms.

Multiplayer

(Eight Legs Are Better Than Two!)

Super Mario 3D World supports cooperative play for up to four players. By pressing the Ⓐ (or ②) button on your desired controller on the map screen or in a level, your friends can join the action! Just make sure not to get in each other's way ... unless you really want to!

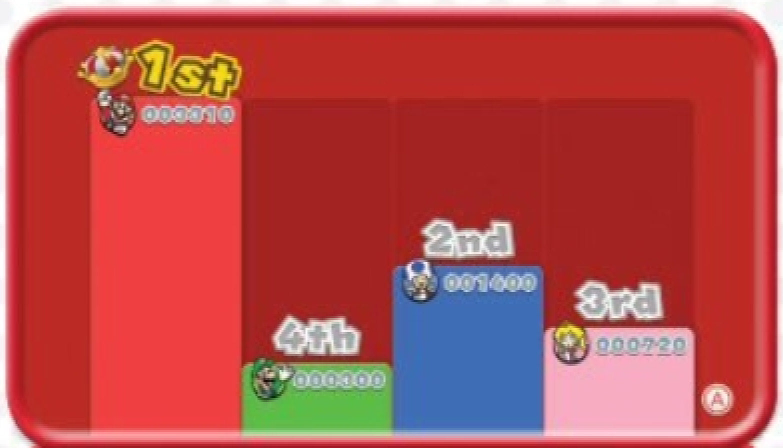


In multiplayer, all characters are seen onscreen at the same time for as far as the camera can zoom out. If a player gets scrolled too far off of the screen, they will usually automatically become encased in a bubble (except in automatically scrolling stages where staying offscreen can cost a life). Make sure to both keep up and help each other along!

Levels can become both easier and harder in multiplayer mode. Hordes of enemies and certain devices like Multi-Vators can prove to be a snap, but small and narrow platforms become all the more precarious. At times like this you might want to have some of your players encase themselves in bubbles (see the next section).

At other times, you'll encounter switches that only a specific character can activate. With the entire roster at your command, however, this will no longer be an issue.

Compete for the Crown!



At the end of every level, all participating players are ranked by score, and the winning player receives a crown. If you complete the next course while wearing the crown, you'll get a point bonus. Watch out, though—getting hit by an enemy, another player's ground pound or a Cat Power-Up Claw Dive means that other players can nab your crown and possibly take your bonus for themselves!

Don't fall down a pit with it either, or it's lost for the rest of the stage. The same happens if the crown is left alone for too long.

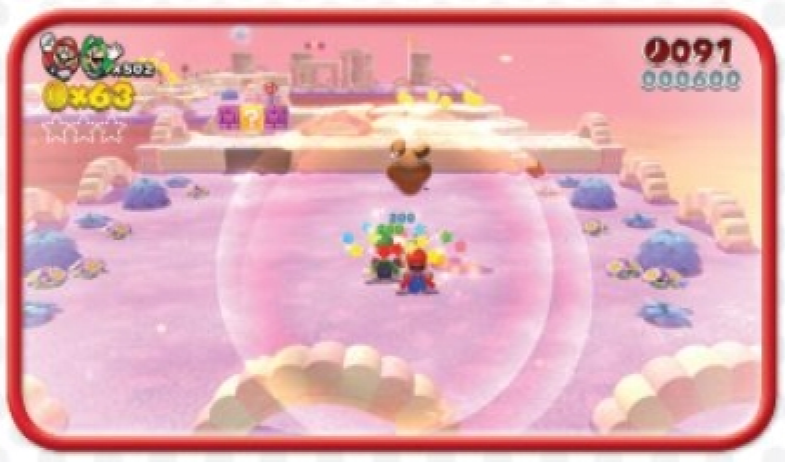
Exclusive Multiplayer Techniques

Bubble

This is one of the most important multiplayer techniques. Press L (or R) to encase your character inside an invincible bubble. The bubble can only pop if another player touches it. You can also break out of the bubble yourself by pressing Ⓑ (or Ⓐ).

When a character loses a life, they will automatically revive inside one of these, but using this technique manually can mean your friends can give you a "free ride" across some of the game's tougher spots.

Synchro Ground Pound

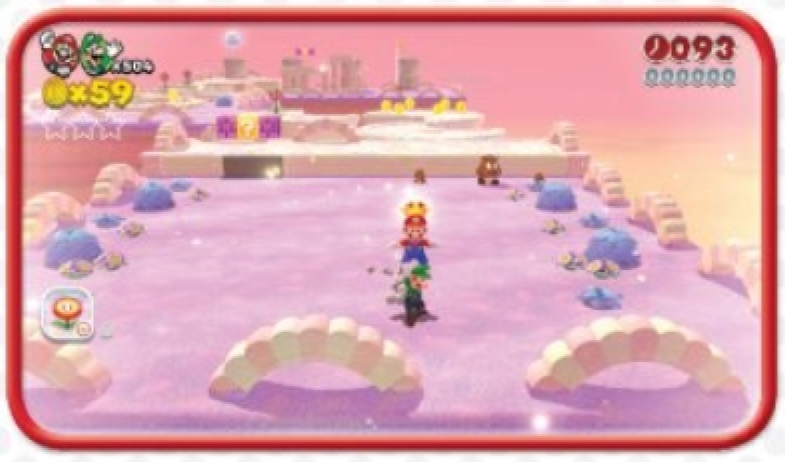


The Synchro ground pound is another super-important technique that sends enemy-destroying shock waves around the area. It's almost like having a Red POW Block ready to go wherever and whenever you want!

To execute it, simply have all characters onscreen time their ground pounds so that they all hit the ground at the same time. You'll see circles move outward from your heroes if it was performed correctly.

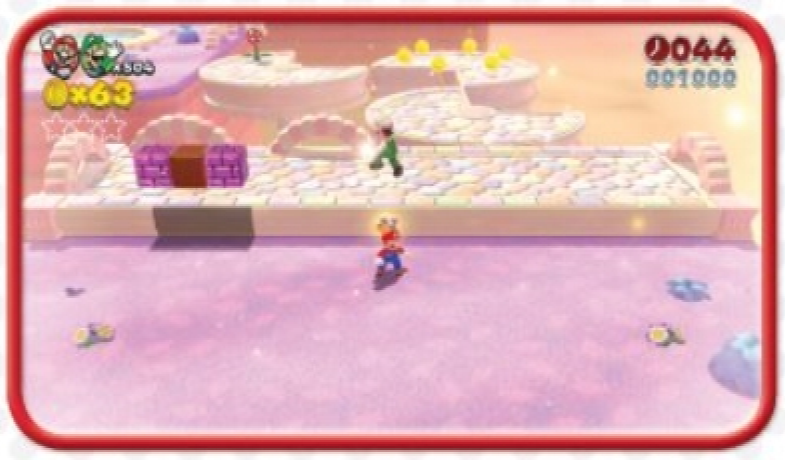
The Synchro ground pound's area of effect becomes larger the more players are present, and only works if everyone in play manages to do it correctly—no halfway maneuvers here.

Moving Friends



You can pick up and throw friends in almost the same way as objects: Hold Ⓨ (or Ⓧ) while standing next to said friend, aim, then release the button. The friend can still be hurt if thrown into enemies, though, so use this technique defensively rather than offensively.

Bounce

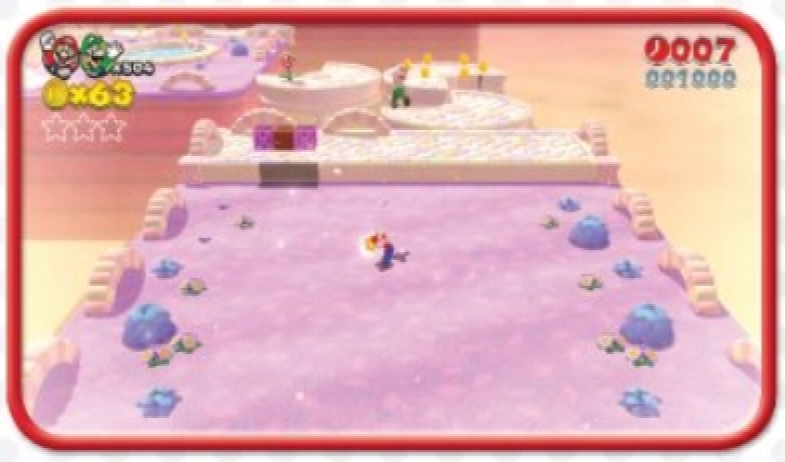


Jump on top of a standing friend and hold the Ⓑ (or Ⓐ) button as if you were bouncing off an enemy, and your hero will gain some extra height to their jumps. This is great for cooperative platform climbing.

TIP

This technique works when scaling walls, too! Bounce off someone who's climbing vertically with the Cat Power-Up, and see how high you can go!

Alley-Oop!



Another variation of the bounce technique, this is performed by jumping onto a friend that is crouching. Watch as they heave you super-high!

CAUTION

Watch Out!

Sometimes tactics having the best of intentions can still backfire. Here's a list of things to watch out for if you don't (or do!) want to break up your multiplayer party prematurely:

- It's possible—and somewhat easy—to toss your friends into pits, hazards, or enemies after picking them up. Always be mindful of which way you're facing when you toss.
- Similarly, it's possible to pop someone's bubble when they are in a precarious place. Try not to—it'll just be another life wasted.
- Don't use bubbles as a crutch! Players in bubbles count as "inactive" and players outside of bubbles, as "active." When all active players are defeated, you'll have to restart the stage or restart from a Checkpoint Flag!
- If you bounce off an airborne ally's head, your friend will fall to the ground extra fast. Don't bounce while they're over a pit or other hazard they can't survive!
- Try not to ground pound with other players nearby. If a ground pound hits another player, they're knocked back and become vulnerable for a couple of game seconds as they recover. This can happen with attacks like the Cat Power-Up's Claw Dive as well, so be careful.
- Watch out when using enemies like Koopa Troopa Shells and potted Piranha Plants against enemies—they can hinder or even damage your friends!
- When piloting Plessie, make sure everyone's on the same page! Steering ability is split up amongst the team while you're riding, so coordination and communication is key.
- Finally, everyone shares the same pool of lives. If you and your friends aren't careful, you can run out very quickly! A good way to combat this is to consult the infinite lives tricks in the Secrets section of this guide (page 284).

Enemies

Meet the members of Bowser's forces, who will do anything and everything to get in your way. These are your opponents. Some will have to be avoided, others will have to be defeated, but you'll run into all of these before your quest is through.

Goombas

Goombas are one of the most common enemies you'll encounter. These grumpy little creatures generally patrol small areas, waddling toward Mario or your chosen hero whenever they spot him. To defeat a Goomba, simply drop onto its head—one jump, and it's done.

If you see a Cat Goomba, a little more caution is advised. Cat Goombas jump and even pounce toward you, and a midair collision can be a painful experience. Stay out of their way, take note of their pattern, and wait until they're on the ground to strike them.

Mini Goombas may be small, but they're not to be trifled with. Fortunately, blowing into the microphone on the Wii U GamePad will blow them away, making it easy to divide and conquer!

Galoombas

Galoombas are a variation on the Goomba that takes two attacks to defeat. Attack them once and they'll flip upside down, leaving them ripe for the kicking. Big Galoombas can be taken down the same way. Leave either flipped for too long, though, and they'll right themselves and attack again, so make things quick.

Piranha Plants

Throughout your adventure, you'll encounter a variety of Piranha Plants. The color of each plant indicates its specific attack. Red Piranha Plants wait for you to get close, then they lunge forward and snap their jaws. Fire Piranha Plants, which are black with orange dots, spit fireballs as soon as they see you. Mega Piranha Plants are huge and have a much greater range of attack. All varieties are vulnerable to your jumps. As long as you remember to dodge their attacks, they shouldn't give you much trouble.

TIP

Many red Piranha Plants live in pots, and they can be picked up by their pots and used against enemies with no danger to your character while he carries them around.

Piranha Creepers

These Piranha Plants' long, spiky stems block your character's path. Attacking their heads will cause the stems to retract for a limited time. Hit them enough and they'll be defeated entirely.

Koopa Troopas

When you jump on a Koopa Troopa, it's ejected from its Shell. Once this happens, you can kick the Shell into nearby enemies. Position yourself so that the Shell is directly between you and your target, then run straight ahead to launch this powerful projectile along the ground. You can also pick up a Shell with Ⓨ (or Ⓧ) to aim before unleashing it, or even get into the Shell yourself to combat enemies by holding ZL (or ZR) after picking one up.

Hammer, Boomerang and Fire Bros.

These dangerous enemies may look similar to Koopa Troopas, but their projectile attacks make them much more formidable. Hammer Bros. can be identified by their green outfits. When they spot you, they attack by throwing hammers. Boomerang Bros. wear blue outfits. As you can probably guess, they attack by throwing boomerangs.

Finally, Fire Bros. are clad in red and toss fireballs in the same manner our heroes do after having picked up a Fire Flower. After two throws, these enemies usually jump to a new location before resuming their attacks. Counter with a ranged Power-Up or get in close and jump on their heads.

CAUTION

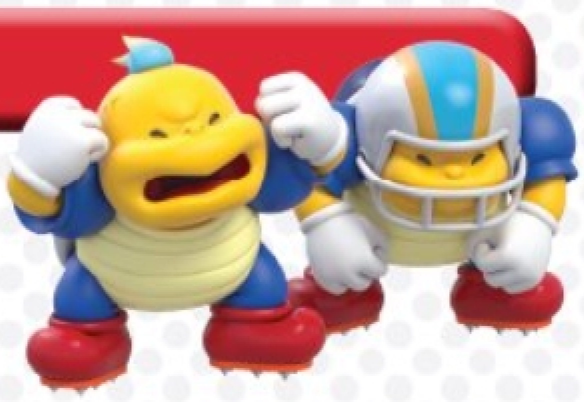
Some Fire Bros. will stand atop Goomba Towers, giving them the tactical advantage. Attack these enemies at close range first before going for the Fire Bro!

Spinies

With their spike-covered shells, Spinies are able to fend off most attackers. These bulky turtles are fairly aggressive, so it's usually best to keep your distance. Their tops are well protected, but they're still vulnerable from the side. A fireball, boomerang, tail attack, or Claw is all it takes to dispatch a Spiny. If you don't have a suitable Power-Up, however, it's best to leave the Spinies alone.

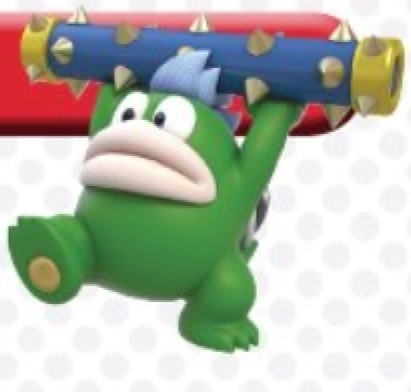
Enemies

Chargin' Chucks



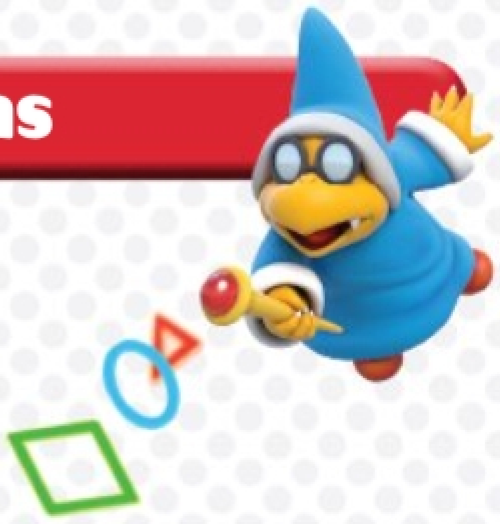
Chargin' Chuck never forgot his old football days. When he sees your character, he'll instantly launch himself into a rushing tackle. He takes two attacks to defeat, since the first one only gets rid of his helmet. Don't be intimidated by his bulk--dodge his charges, counterattack, and the game is yours.

Spike



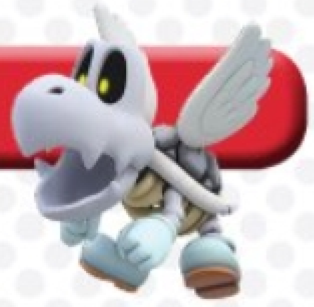
This tiny green turtle summons large spiked rollers from ... his mouth. Yours is not to ask how—yours is simply to avoid the spiked rollers, move up to Spike, and defeat him with a single attack.

Magikoopas



Magikoopas can be a handful! These enemies appear out of thin air, conjure a magical attack, and then vanish from sight to start the whole process over again. If you can reach one of these elusive enemies, you can defeat it by jumping on its head. Do your best to get the upper hand on Magikoopas whenever you see them, as defeating them can sometimes yield Green Stars.

Parabones

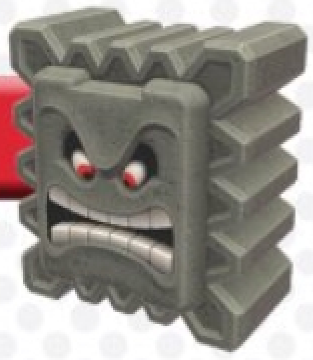


These enemies may seem fragile, but Parabones are actually one of the game's most resilient creatures. When you jump on a Parabones it crumbles to pieces. Unfortunately your victory is short-lived—within moments, a downed Parabones is back in the fight. You can repeat the process as often as you like, but the result is always the same.

TIP

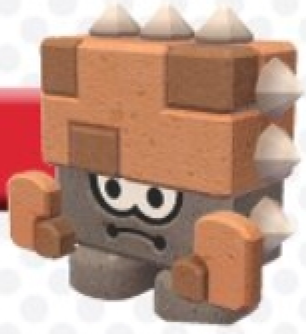
When a stomped Parabones is about to revive, it will glow. During this time, you can stomp on the Parabones again before it fully reanimates and get some extra breathing room. If you can defeat a Parabones over lava or a bottomless pit, however, they won't come back after having fallen in. Look for such opportunities.

Thwomps



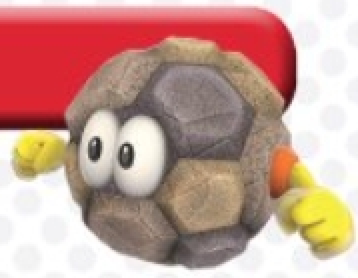
Thwomps are immune to all standard attacks, so don't bother trying to harm them. When you approach a sleeping Thwomp, its eyes spring open and it slams to the ground. As long as you stay near it, the agitated enemy rises and slams down at regular intervals. Between each attack, you usually have just enough time to dash through the impact zone. These creatures are most often found in Bowser's castles, but you'll encounter them in a variety of other levels, too.

Walleyes



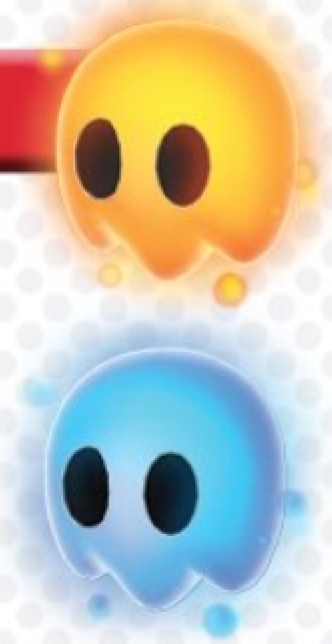
This living wall is quite good at analyzing your travel path and blocking you from getting ahead. Short of using Mario's golden Statue form, you can't defeat it. You'll have to fake it out, then dart around it or jump over it. However, either tactic has dangers because of the spikes lining its sides and top. Fortunately, you can also hit a Walleye with a projectile or Claw attack to make it stop in its tracks momentarily.

Brolders



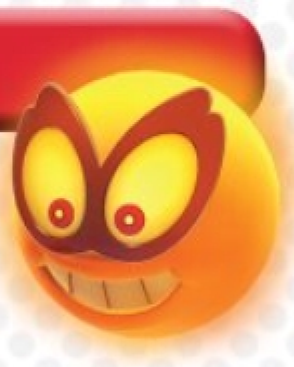
This two-armed rock does its best to roll and bowl you over. Fortunately, a single stomp renders it immobile and ready to be picked up to be used against enemies, or even to activate some switches.

Lava Bubbles



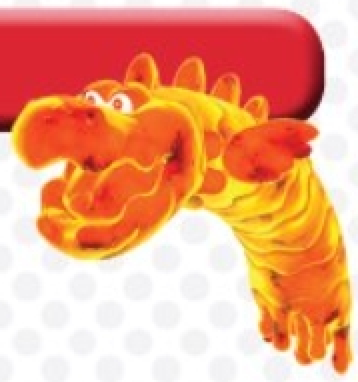
Lava Bubbles are living fireballs that can be found in most of Bowser's castles. These creatures can't be destroyed, so it's best to move past them as quickly as possible. Lava Bubbles aren't particularly hostile, but they do have a knack for springing into your path when you least expect it. If they're blocking your only path forward, stop and observe the timing of their appearances before making your move.

Splorches



These sphere-shaped enemies jump out of lava and roll around on the floor, leaving dangerous magma trails in their wake. While they can be defeated, their regenerative capabilities make avoidance the better tactic.

Charvaargh



These nefarious, gigantic fish erupt from lava in an attempt to ram you. Avoid them at all costs!

Bullet Bills

These fast-moving enemies mean business! Once fired, Bullet Bills travel in a straight line to take out anyone unfortunate enough to be in their path. You can jump on a Bullet Bill to defeat it, but it is usually best to simply stay out of its way.

Banzai Bills, are much larger than Bullet Bills, but they're fairly similar in most respects. Like Bullet Bills, Banzai Bills are vulnerable to your jumps. Of course, it's much more difficult to get above these massive enemies.

Every so often, you'll spot a Cat Bullet Bill or Cat Banzai Bill. These cute yet diabolical enemies do their best to home in on you, so be extra careful when trying to defeat or avoid them.

Bob-ombs

Bob-ombs may be small, but they pack quite a punch. When left alone, a Bob-omb wanders aimlessly around a small area. If you get too close, however, the Bob-omb scrambles toward you as it prepares to detonate. Kick flashing Bob-ombs away from you, or use a projectile to cause an instant explosion. When you stumble upon a group of these enemies, it's generally best to retreat until they explode.

TIP

Stomping marching Bob-ombs will turn them into Bombs that you can kick, or carry and use against enemies.

Bullies

Bullies are effectively invincible; the only way to defeat one is to hit it enough times so that it falls off the edge of the platform that it's on. The trouble is that it'll always be trying to do the same to you, so make sure you're out of the way when it charges

Boos

Boos are about as sneaky as they come. These devious little ghosts only approach while your back its turned. When you face a Boo, it covers its eyes, hoping you won't notice it. Boos are immune to all standard attacks, so unless you find a Super Star nearby, you don't have much choice but to play along. More common Power-Ups won't defeat these enemies, but they can allow you to escape a dangerous situation. When you hit a Boo with a fireball, boomerang, tail attack, or Claw, it temporarily disappears. The Beam Box Power-Up will defeat one entirely.

Big Boos behave exactly like the smaller versions—they just take up more space, so make sure to give them a wide berth.

Peepas

Peepas aren't aggressive, but their eerie gaze can be a little unnerving. These grinning ghosts usually appear in large groups, floating or twirling about the area. Like Boos, Peepas temporarily vanish when you hit them with a fireball, boomerang, tail attack, or Claw.

Biddybuds

Biddybuds aren't particularly aggressive, but that doesn't mean they aren't dangerous! These creatures usually appear in groups, circling platforms or marching in formation. Jump on a Biddybud to defeat it.

Winged Biddybuds, or Para-Biddybuds, follow predetermined paths as they patrol the skies. Like their earthbound counterparts, Para-Biddybuds can be defeated with a single jump.

Stingbies

When you're traversing precarious platforms, few enemies pose a larger threat than the Stingby. Stingbies are fast, extremely territorial, and they're always prepared to deal with trespassers. Jump on these enemies to defeat them, but make sure that you avoid their stingers. Stingbies can chase you over long distances, but they aren't able to change their altitude. If you're just looking to avoid a fight, make your way to higher ground or drop down out of their paths.

Flopters

These buglike enemies whirl their wings like helicopter rotors to chase you from the sky. Your best bet to defeat them is stomping, but mind their altitude when you try it.

Conkdors

Get close to a Conkdor and it will quickly thrust its head downward to peck you. Once this happens, they're vulnerable to a stomp. You can also get them from the side with attacks from Power-Ups. However, avoiding their deceptively quick pecking attack is key. Make sure not to try attacking a Conkdor's spiked shell.

Enemies

Cheep Cheeps

Cheep Cheeps are common enemies found in underwater areas. These wide-eyed fish are usually content to let you swim right past them, but you'll take some damage if you brush up against one. If you'd rather not take your chances, use an underwater ground pound to attack a Cheep Cheep from above.

Bloopers

Bloopers are another common aquatic enemy. These sneaky squids are more aggressive than Cheep Cheeps, so it's usually best to keep your distance. The Bloopers' erratic movements can make it hard to dodge in tight spaces, so they'll put your swimming sills to the test. To defeat one of these enemies without the aid of a Power-Up, use an underwater ground pound to attack it from above—just watch out for the Blooper's charge! After a Blooper winds up to attack, it swims toward your hero with a sudden burst of speed.

Porcupuffers

Porcupuffers aren't aggressive, but their large size often makes it difficult to swim past them. The Porcupuffer's spikes protect it from standard attacks, but a single fireball is enough to take one out. If you find yourself without a suitable Power-Up, however, you'll have to rely on precision swimming. Porcupuffers usually follow a predetermined path. As long as you keep your distance, you should be able to pass right by them.

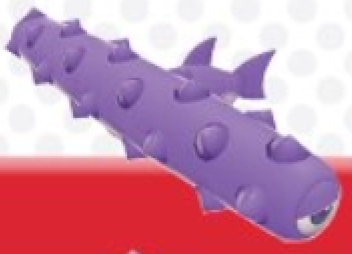
Splounders

This puffy fish may look prickly, but you can actually jump on it while riding Plessie to get a nice height boost. Take advantage when you can; it usually leads to nabbing secret items.

Madpoles

These little guys are happy and adorable when left alone. Get close, however, and they get angry and chase you! Now that you know how they got their name, know also that standard attacks will take them down with ease.

Rammerheads



Rammerheads take up lots of space underwater, swim faster than all of the heroes and can't be defeated. Fortunately they always swim in set patterns so you can sneak past them.

Ant Troopers

These insects stick to and crawl along blocks, usually to make it difficult for your character to travel on elevated terrain. A simple stomp can't defeat them you'll have to use a ground pound or Power-Up attack.

Watch out for the spike-topped Horned Ant Troopers, which you can't stomp from above, and the giant-sized Big Ant Troopers, which not even ground pounds can defeat but can often be used as platforms.

Skipsqueaks

Skipsqueaks usually stand or jog in one place to block critical paths. While they are easily defeated, their jump heights are comparable to Mario's, so take care when trying to stomp them.

Their spiked cousins, the Spiny Skipsqueaks, are even more dangerous; try to run under or jump past these enemies.

Octoombas

Octoombas will relentlessly spit cannonballs at you, and to make matters worse, stomping them will simply cause you to bounce off them without effect. Either avoid them or use a ground pound to defeat them.

Blocksteppers

These block-shaped foes march slowly in formation. Break their lines, however, and they'll chase after you at double time. The stealthy approach makes them easier to defeat.

Fizzlits

Fizzlits are, without a doubt, the most electrifying enemies in Bowser's army! When they're flat and yellow, they emit a charge that's harmful to the touch. Stay away from them until they return to their vulnerable, purple state—then take them out with a stomp or a Power-Up attack.

Fuzzies

Fuzzies travel in packs—sometimes huge packs! If they make up a wall, avoid them at all costs. If only a few are around, however, you can either watch their movement patterns and avoid them, or bring a potted Piranha Plant around to eat them.

Fuzzlers

With their large size, spiky bodies and imperviousness to attacks, these fuzzy, rolling bugs are quite good at making roadblocks for Mario and his friends. Avoid them to proceed.

Snow Pokeys

Snow Pokeys may sport friendly grins, but these prickly foes are best avoided. However, if you have an appropriate Power-Up, you can use boomerangs, fireballs, tail attacks, or Claws to take down these opponents a piece at a time. Damage a Snow Pokey's head to defeat it and turn any snowballs which made up its body into ones that you can use.

Ty-foos

This blustery enemy huffs, puffs, and tries to blow your hero off the stage. Don't let it! Once it stops blowing, rush past the Ty-foo before it has the chance to do so again!

Coin Coffers

Coin Coffers aren't easy to find, but they're well worth tracking down. When you stumble across a Coin Coffer's hiding spot, it attempts to flee. Jump on its head five times to defeat it.

TIP

Some Coin Coffers are invisible at first. However, one ground pound can reveal them, and another can instantly defeat it.

Blurkers

These enemies are very good at blocking secret passages. The easiest way to get them out of your hair—at least temporarily—is to use a Power-Up attack, or the touch screen or microphone on the Wii U GamePad. Potted Piranha Plants will also eat Blurkers on sight if you can carry one to them.

Ring Burners

Ring Burners emit a ring of energy around themselves that slowly ripples outward before fizzling out. These beams have a long range, but you can hop over them to stay safe. The easiest way to make sure these enemies don't bother you is to stand right on top of them, though in some cases this isn't an option.

Hop-Chops

These green creatures hop at you, chomping their teeth. You can defeat them with a stomp or a Power-Up attack. When defeated, some Hop-Chops turn into useful springboards, so make sure to defeat every one you see!

Ka-thunks

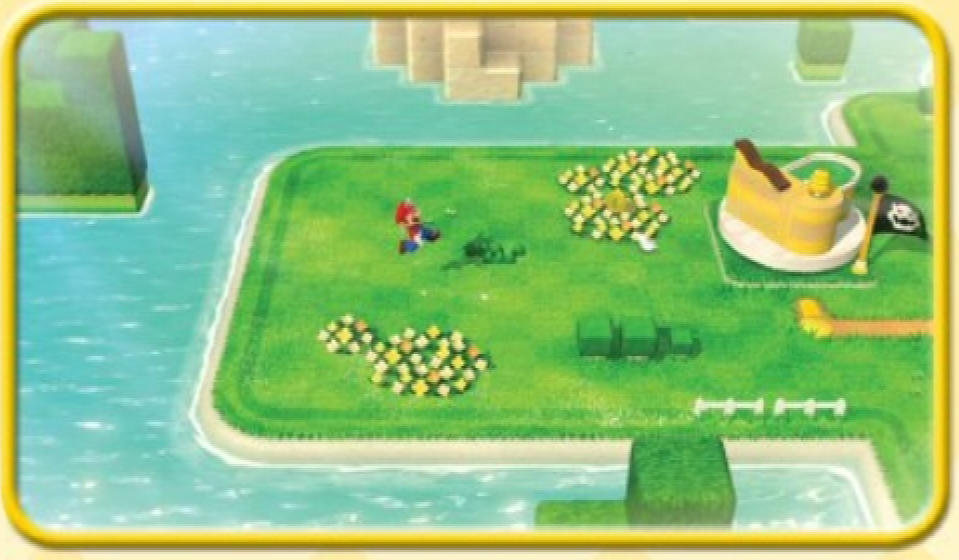
A Ka-thunk may be a simple square lined with spikes, but when it talks, people listen! A Ka-thunk flops up and down, slamming its spiked body against all comers. You're going to want to stay out of its way—or if you need to get past it, make sure to use the space inside of it as a safe haven.

Walkthrough

After a leisurely stroll through the Mushroom Kingdom is interrupted by a Sprixie Princess emerging from a pipe, our four brave heroes learn that Bowser is once again up to no good. This is evident when he interrupts the Sprixie Princess, captures her, and takes her back through the pipe to the Sprixie Kingdom, where he has sent his minions throughout the land to assert control. The new adventure begins now!

NOTE

Exploring the Map!



The overworld maps in *Super Mario 3D World* work a bit differently from previous maps in the Mario series. Originally, you simply moved your characters from level to level, using items to open new paths. In this game, the overworld map can be explored with greater freedom, allowing you to uncover hidden Coins, 1-Up Mushrooms, side levels, and even Toad Houses containing useful items to help you start levels with a boost.

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World 3 .... pg. 66

World 4 .... pg. 90

World 5 .... pg. 110

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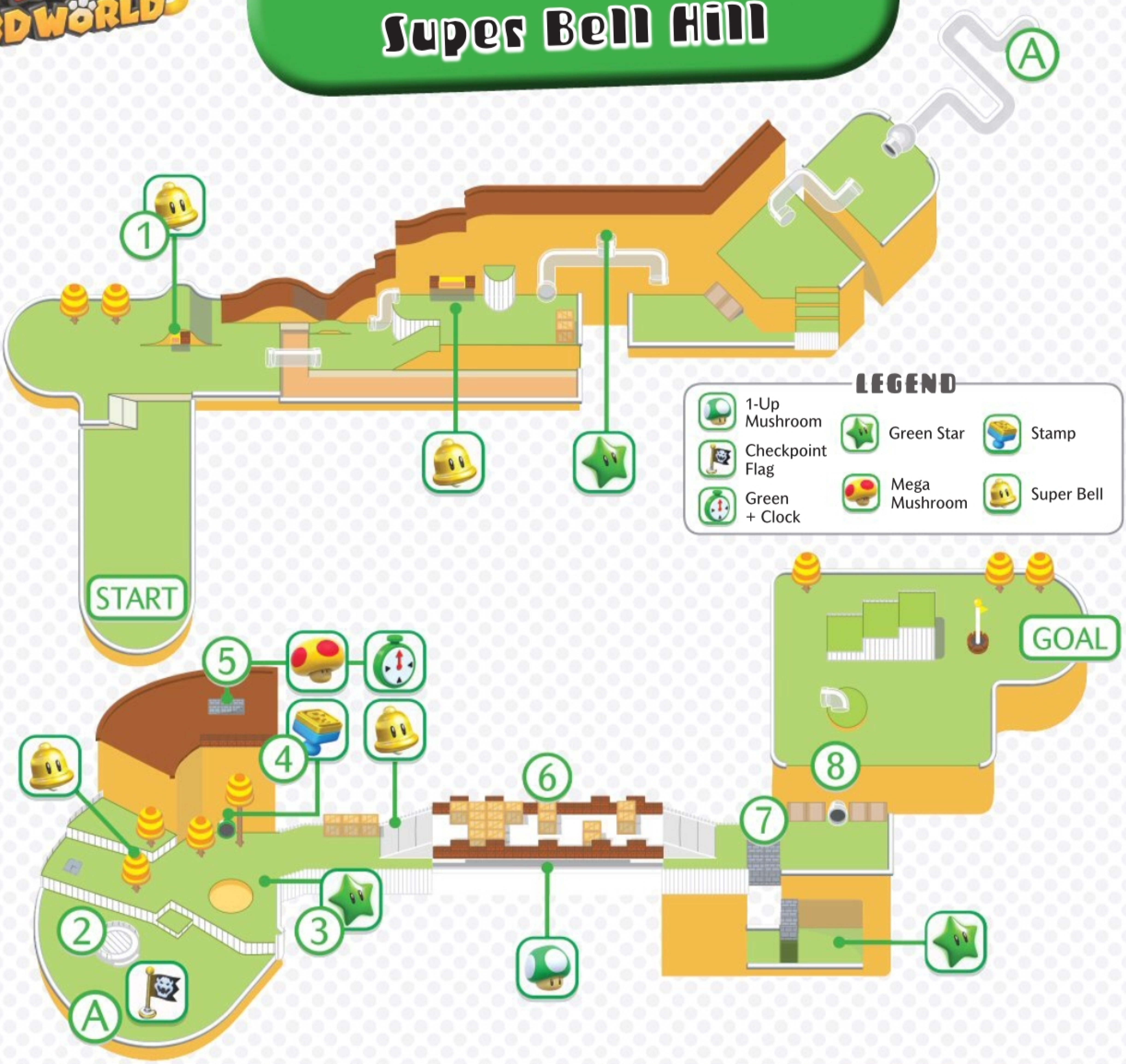
World Mushroom .... pg. 224

World Flower .... pg. 244

World Crown .... pg. 272

WORLD 1

WORLD 1-1:
Super Bell Hill

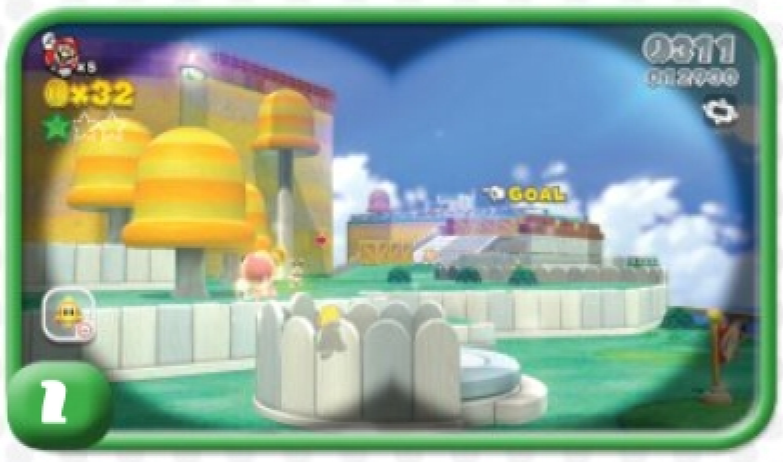

A
1
START
LEGEND
1-Up Mushroom
Checkpoint Flag
Green + Clock
Green Star
Mega Mushroom
Stamp
Super Bell
GOAL
5
4
6
7
8
2
3
A

This first level serves as an introduction to the new power-up of *Super Mario 3D World*, the Super Bell. Not far from your starting position, find a ? Block that you can hit to retrieve a Super Bell, which grants you the Cat Power-Up. Take some time during this level to get used to the Cat Power-Up, it's a big upgrade over basic running and jumping.

Goombas are the first enemies you'll face. They aren't too threatening by themselves. Be careful you don't get surprised by them, as they use the Clear Pipes to get around. You can defeat them if you crash into them by using the same pipe they are using. Jump on them or Claw at them with your Cat Power-Up claws!

GREEN STAR #1

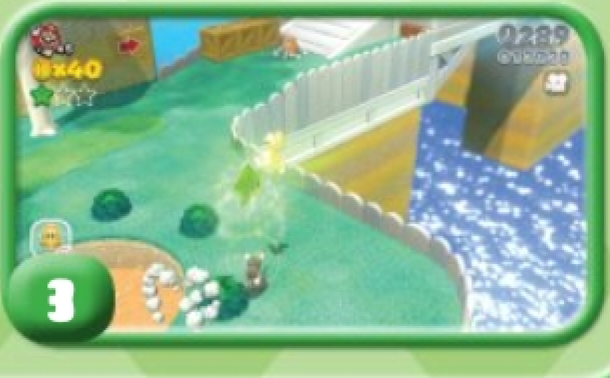
The first Green Star you'll collect can be reached by taking the Clear Pipe underneath it; you'll shoot yourself right into it. You can also approach the star by climbing along the walls while wearing a Cat Power-Up. Try to avoid falling into the bottomless pit below the Green Star!



This last Clear Pipe will send you to the second half of 1-1, and the mid-way Checkpoint Flag. If you stand on the wooden platform next to the Sprixie with the binoculars, you can look into the distance at the rest of the level, prepare for what awaits you, and see where the Goal Pole is.

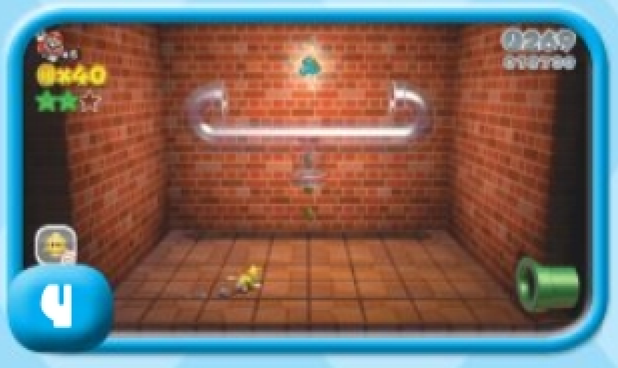
GREEN STAR #2

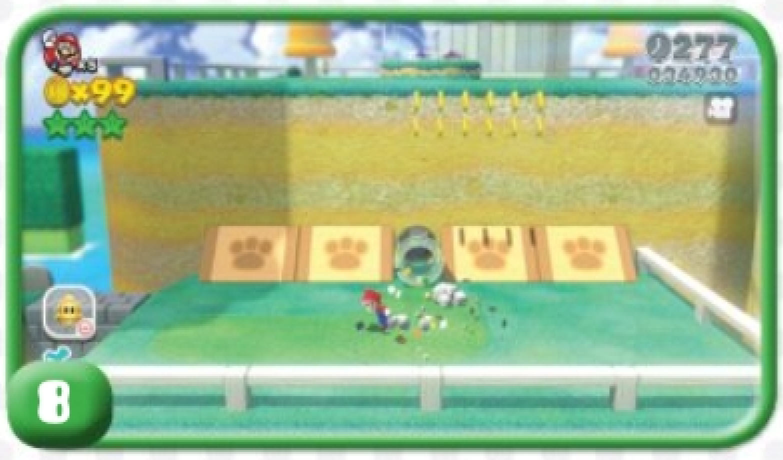
The second Green Star can be found by catching a Rabbit as it hops around a circular pond filled with Coins. You can do this simply by dashing at the Rabbit, but catching it is easier with the Cat Power-Up. You can Claw Dive over the pond to surprise it before it starts running, and the Claw lets you reach it from father away.



STAMP

The pipe here leads to a hidden side room that contains a Clear Pipe that you can use to reach your first collectible Stamp.

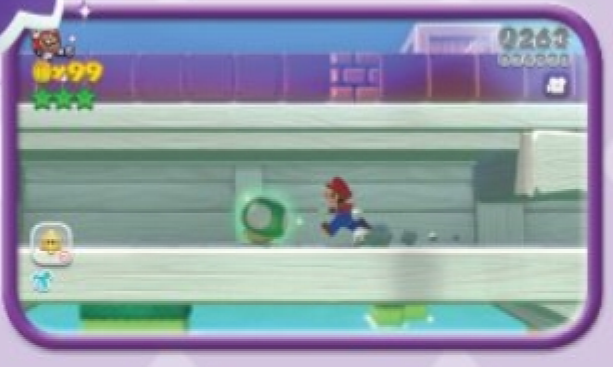


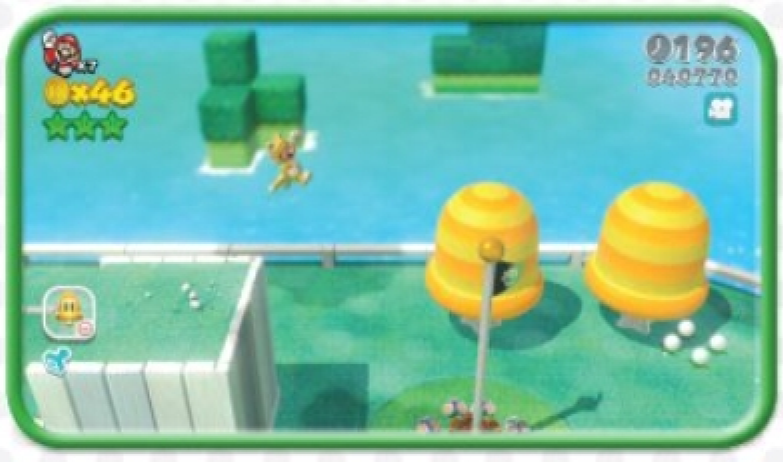


After collecting the third Green Star and using the Warp Box, you are now in front of a wall with cat paw-marked ramps on either side of a Clear Pipe. The Cat Power-Up lets you zip up the wall to collect Coins, while the pipe just takes you to the top of the hill.

TIP

If you've got time to spare, you can run back to the bridge and crawl into a small passage next to the entry ramps on either side of the bridge. There's a 1-Up Mushroom hidden there.





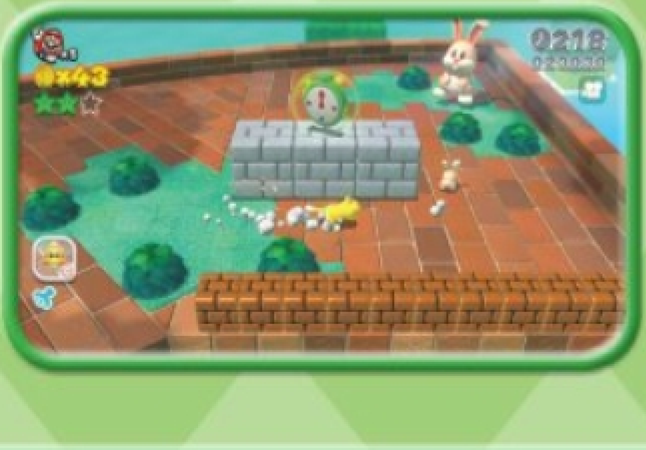
However you managed to get past the wall, you've reached the Goal Pole! Remember, to fully complete the game, you must collect all of the Green Stars, find all of the Stamps, and reach the top of every single Goal Pole. You can make the last bit much easier by using the Cat Power-Up, it can climb a short distance up the poles.

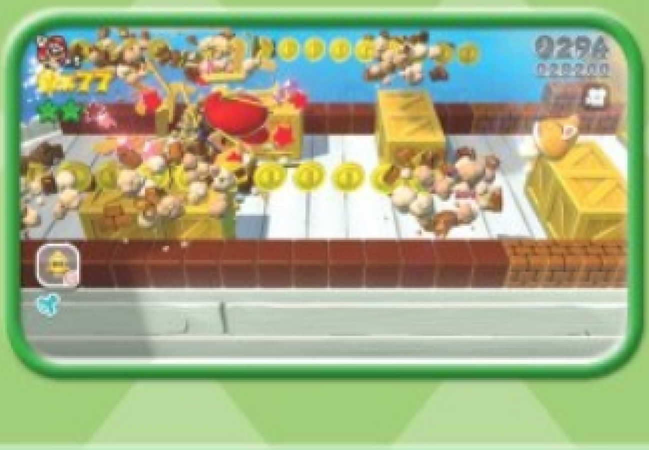
GREEN STAR #3

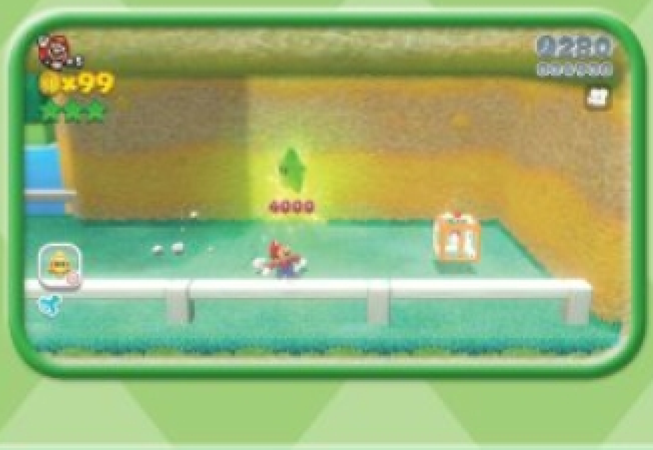
Reaching the third Green Star takes a bit of doing. First, climb up the wall above the pipe to reach the top of the small mountain ⑤. You'll find a series of Rock Blocks that you can't break open just yet (and a green + Clock on top of those bricks), and two Rabbits. Chase down and touch the larger Mega Rabbit to receive a Mega Mushroom.

The Mega Mushroom makes you essentially invincible and super huge, and you can shatter most breakable blocks by walking into them or simply by using a ground pound next to them. ⑥ Your goal is to cross the bridge to reach the final section while staying Mega-sized. Cat Goombas will try to stop you, but they're helpless before a titan!

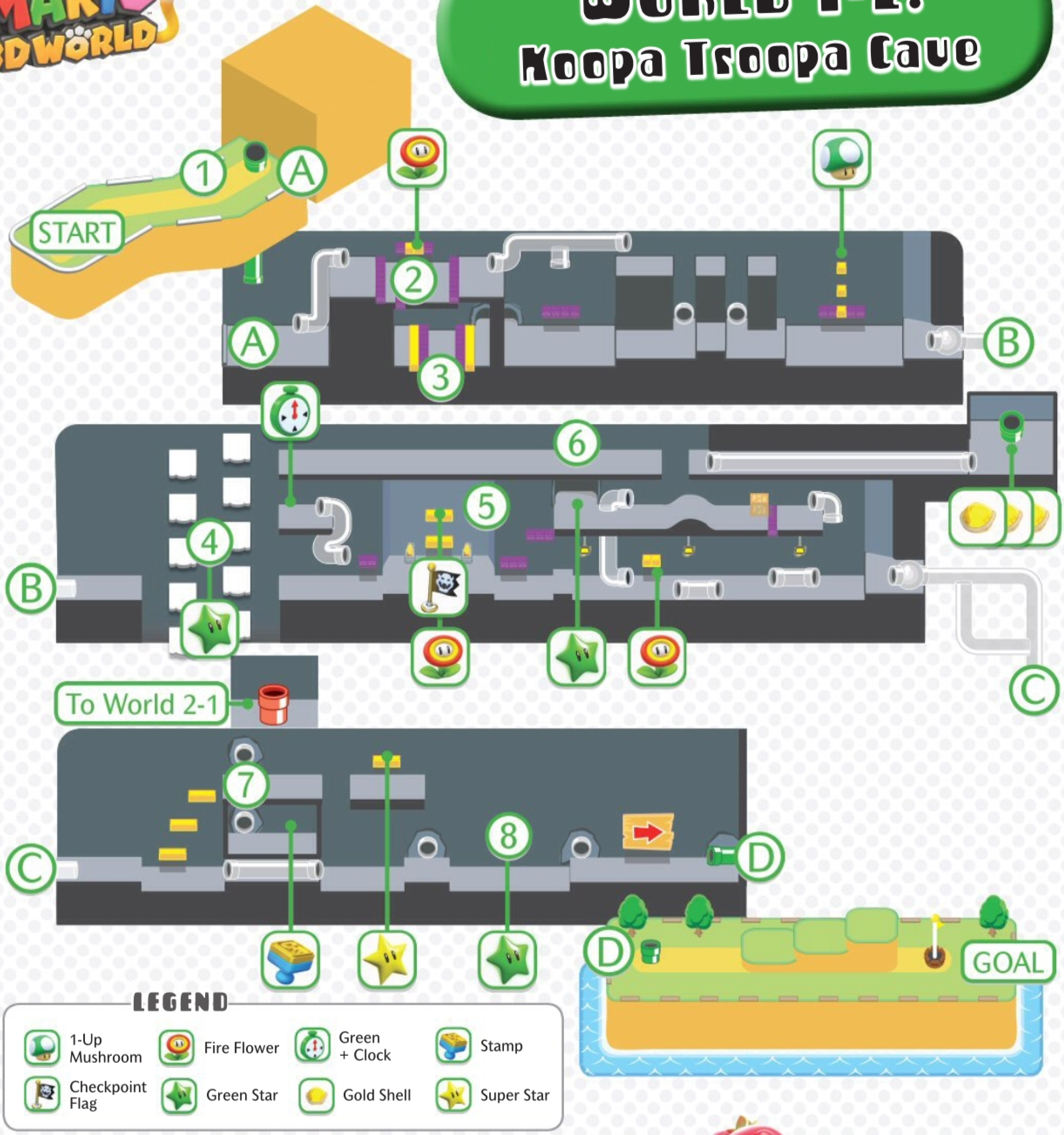
It's tempting to mess around on the bridge with Mega Mushroom-powered ground pounds, but keep moving! You need to be Mega-sized when you reach the giant Rock Blocks ⑦ to break through them and reach the chamber holding the final Green Star. Alternatively, you can use the Cat Power-Up to dive into the chamber with the star. Use the nearby Warp Box to get back to the main path.

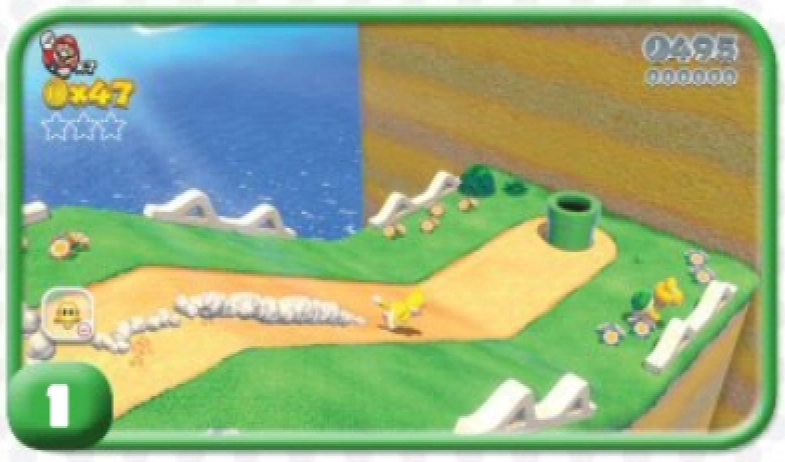




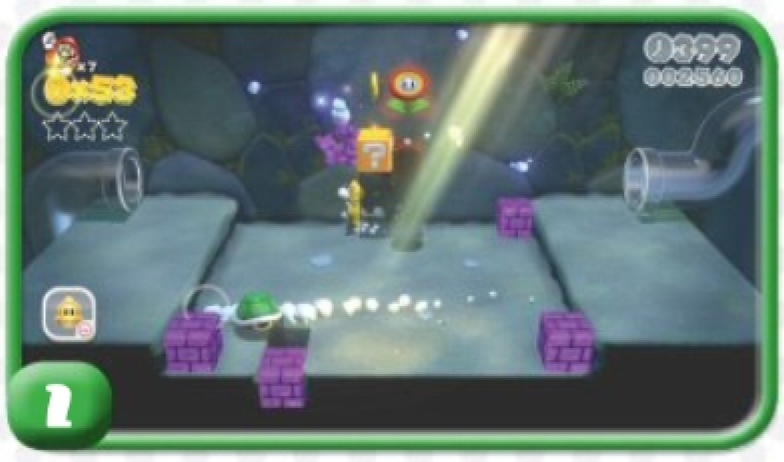


WORLD 1-2:
Koopa Troopa Cave


START
1
A
2
3
B
4
5
6
C
To World 2-1
7
8
D
GOAL
LEGEND
1-Up Mushroom
Fire Flower
Green + Clock
Stamp
Checkpoint Flag
Green Star
Gold Shell
Super Star



Before you dive into the pipe leading into the cave proper, you encounter a Koopa Troopa. Stomp on it to boot the Koopa from its Shell, another stomp on the Koopa will finish it off. You can get acquainted with your capabilities with a Koopa Shell in this small space.

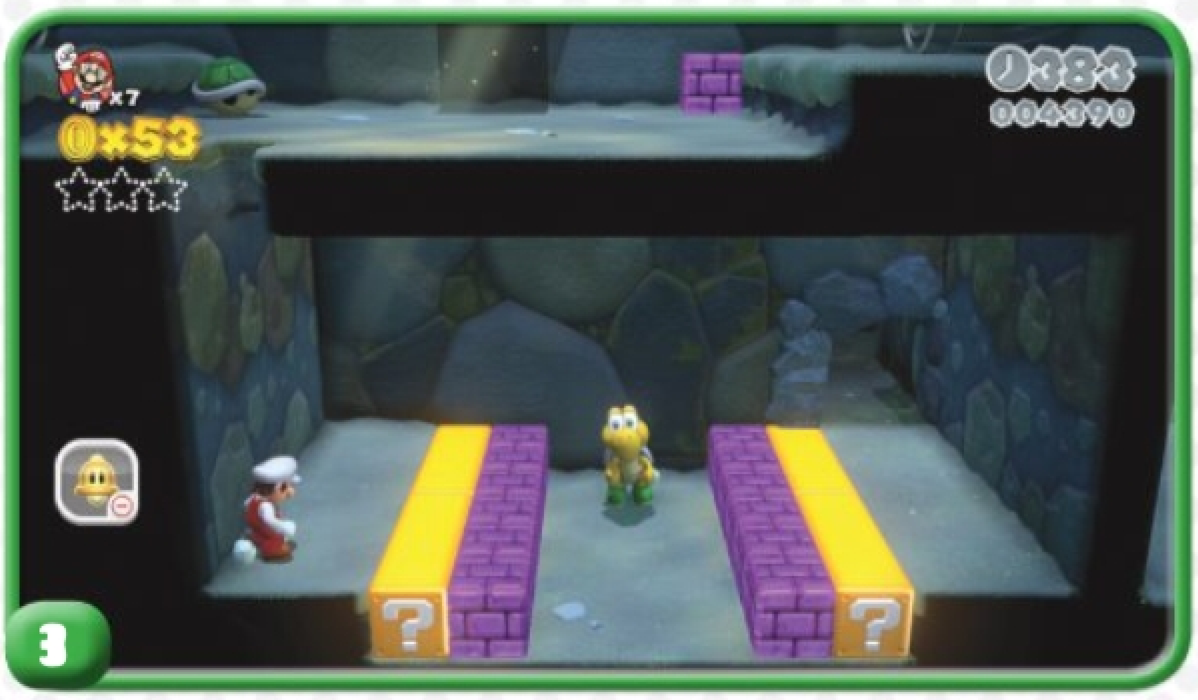


You can pick up a Fire Flower from one of the ? Blocks shortly after arriving in the cave. If you arrived in the cave with the Cat Power-Up, try to keep it on standby in your item storage. Try to stay Mega, you can ground pound through the two bricks on the ground to reach a small side area.

CAUTION

Watch the Ricochet!

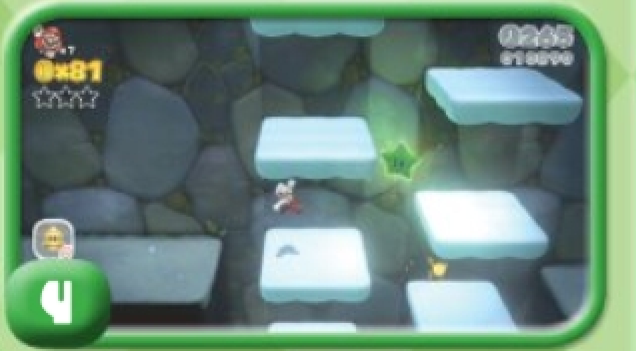
It's easy to hurt yourself in this cave now that Koopa Shells are a factor to consider. There are plenty of small locations in the caves where you can get into trouble if you carelessly kick around a Shell and then forget to watch where it goes.



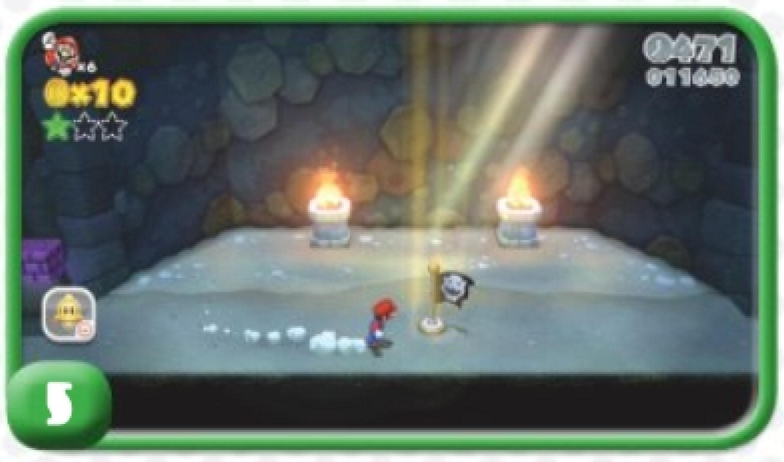
A lone Koopa Troopa guards the area below the Fire Flower. You can use its Shell to break open the Crystal Blocks and ? Blocks here.

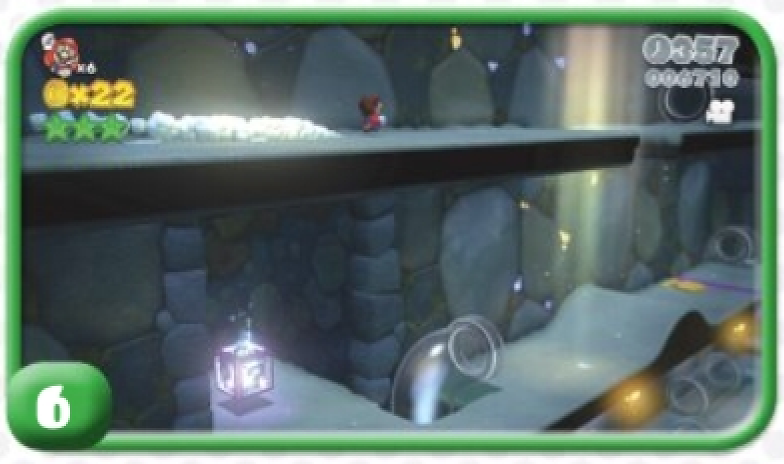
GREEN STAR #1

The first Green Star is easy to collect; it's found right after you take the Clear Pipe out of the first cave section, hovering between two columns of moving cloud platforms.



From the two floating cloud columns, you have a choice. One is to take the main, obvious path that leads directly to the Checkpoint Flag. This leads you to a Mystery Box that takes you to a side chamber where Green Star #2 awaits.

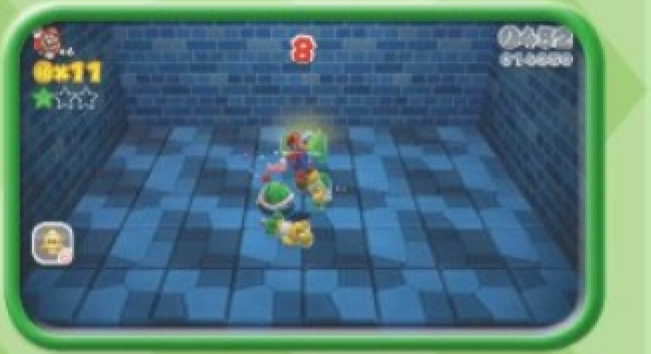




However, you can use the rising and falling cloud platforms to reach an upper route that takes you over the Checkpoint Flag. If you keep following the upper path, you'll encounter a pipe that takes you to a golden chamber containing three gold Koopa Shells. Kicking these around the room will earn you a hefty sum of Coins.

GREEN STAR #2

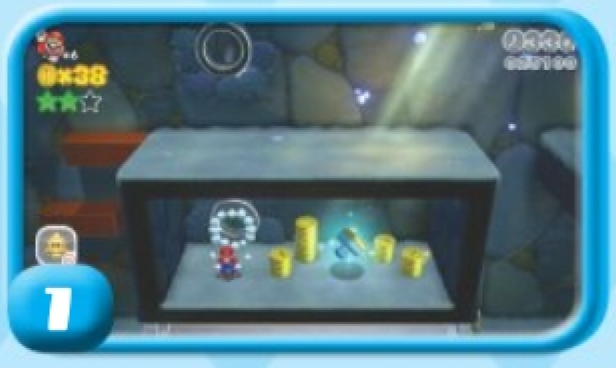
The Mystery Box on the lower level takes you to a bonus room where you must defeat two Koopa Troopas in 10 game seconds. Doing this earns you the second Green Star.



STAMP

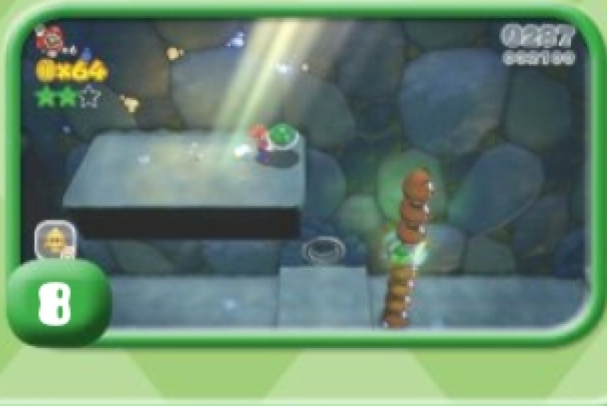
After the second winding Clear Pipe leading out of the second cave section, use the ground pound to reveal the location of invisible ? Blocks. Use them as steps to reach a ledge patrolled by a Koopa Troopa.

The wall there also contains another Clear Pipe you can dive into; it leads to a hidden chamber where you can find the Stamp for this level, next to stacks of Coins.



GREEN STAR #3

The final Green Star is found close to the Stamp, wedged in the middle of a Goomba Tower. A single ground pound at the top of the tower will wipe them all out, but it can be hard to successfully aim. Fireballs or a Koopa Shell also work great. Afterwards, you can move on to the Clear Pipe that will take you to the Goal Pole area.

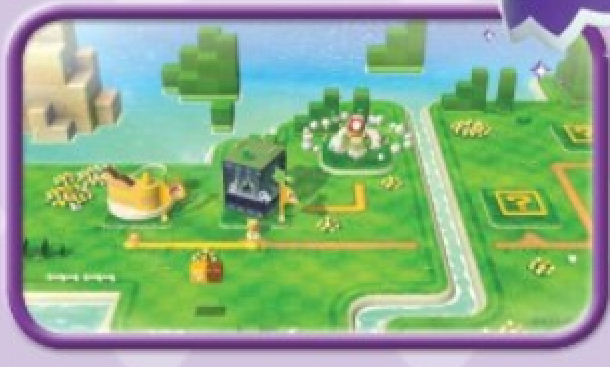


Completing 1-2 unlocks 1-A and grants access to a Toad House on the World Map.

TIP

On Toad Houses ...

Toad Houses can appear on a World Map after you have beaten certain levels, or they can be found hidden in side routes on the map. These Toad Houses have two Gift Boxes inside them: a small one and a large one. You can hit only one of these boxes for a reward; the other will disappear. The contents are also randomized, so there's luck involved in trying to get some good items.



After you visit a Toad House, it will disappear from the map, and will only return if you continue after running out of lives.

TIP

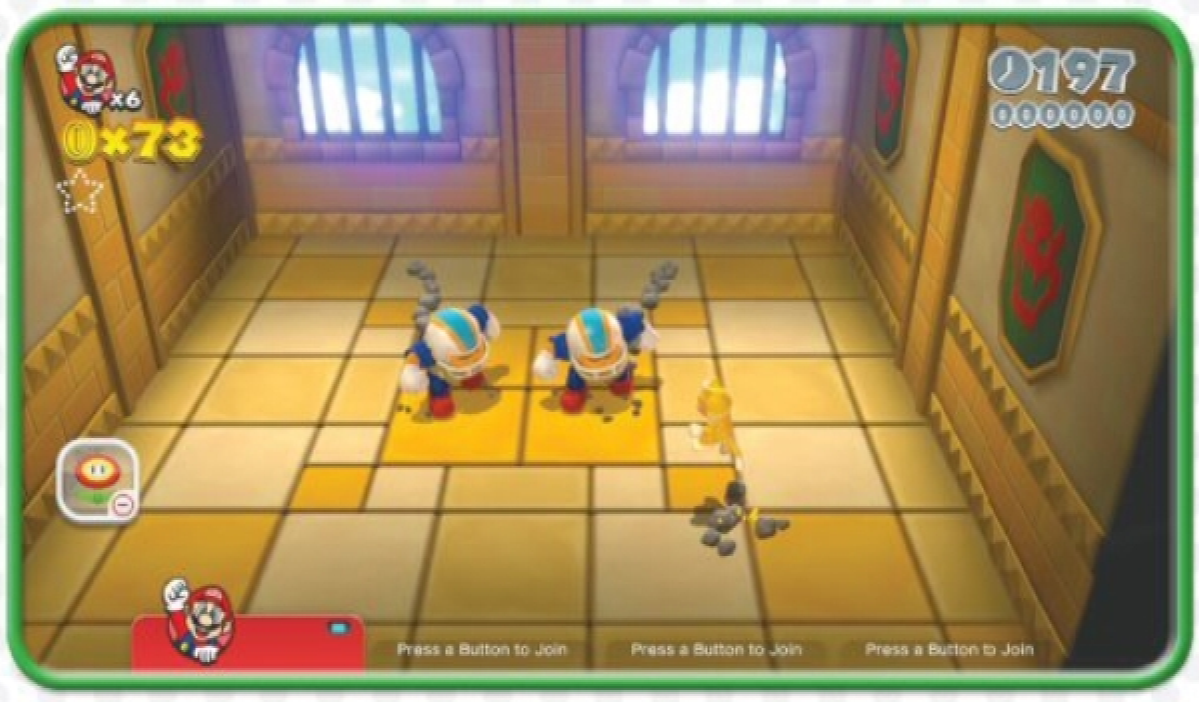
This level contains a hidden Warp Pipe, accessible only with the Cat Power-Up, that skips past the rest of World 1 and starts you on World 2.

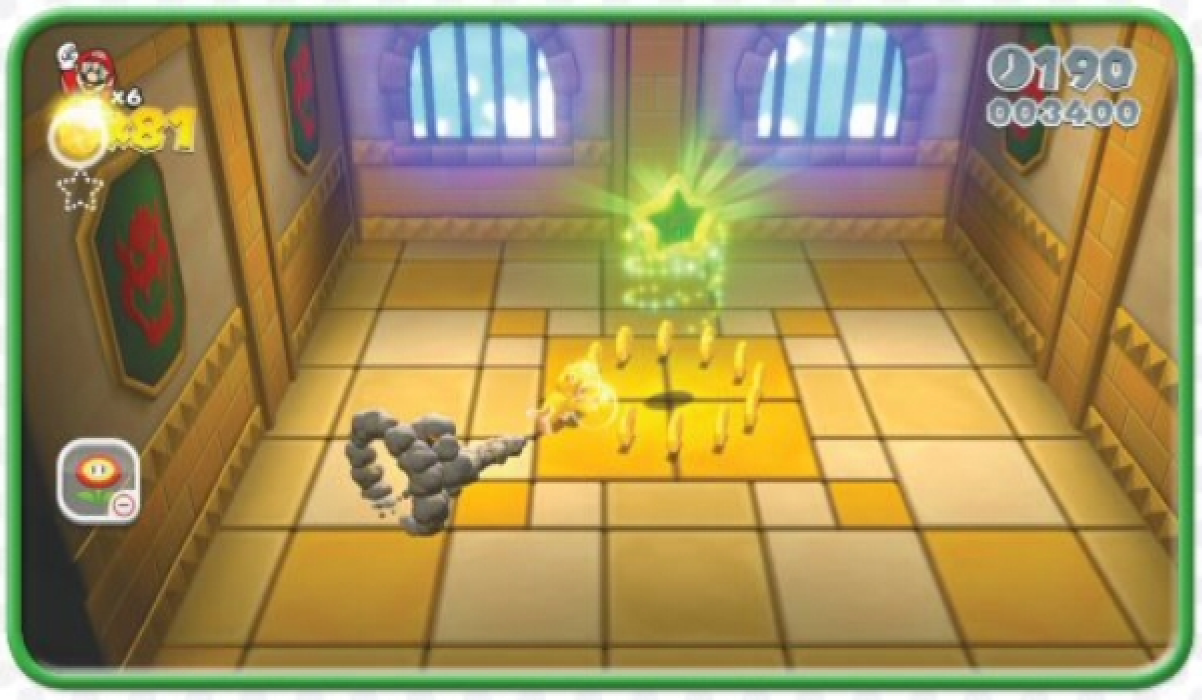
See the Secrets chapter on page 284 for more information!

WORLD 1-A:

Chargin' Chuck Blockade

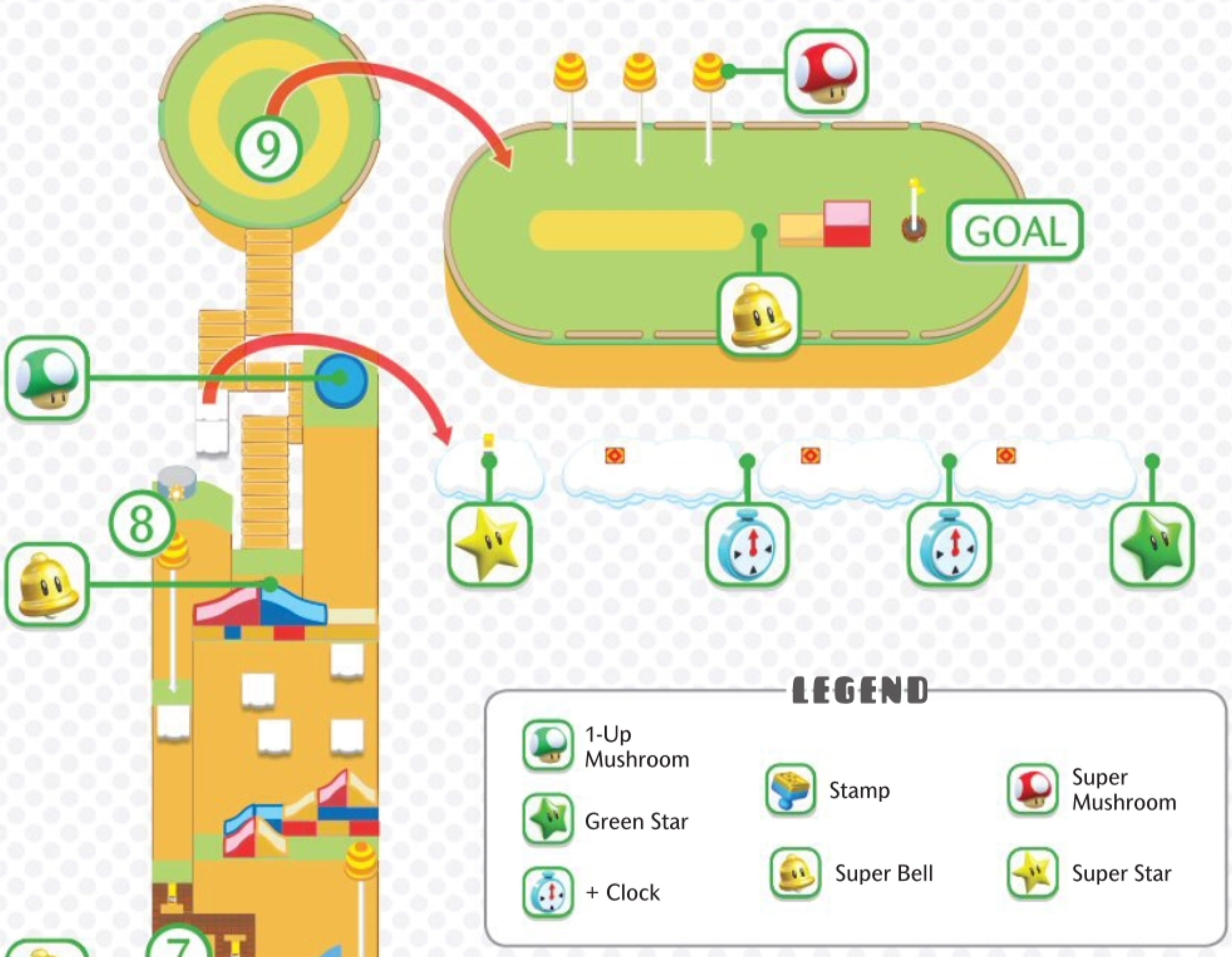
Throughout your adventure, you'll unlock challenge levels that put you up against a set of enemies that stand between you, a Green Star, and possibly the next set of levels in a given world. Your time limits in these challenge levels are not very long, so you have to work fast to win and get a good score bonus at the end of the battle.

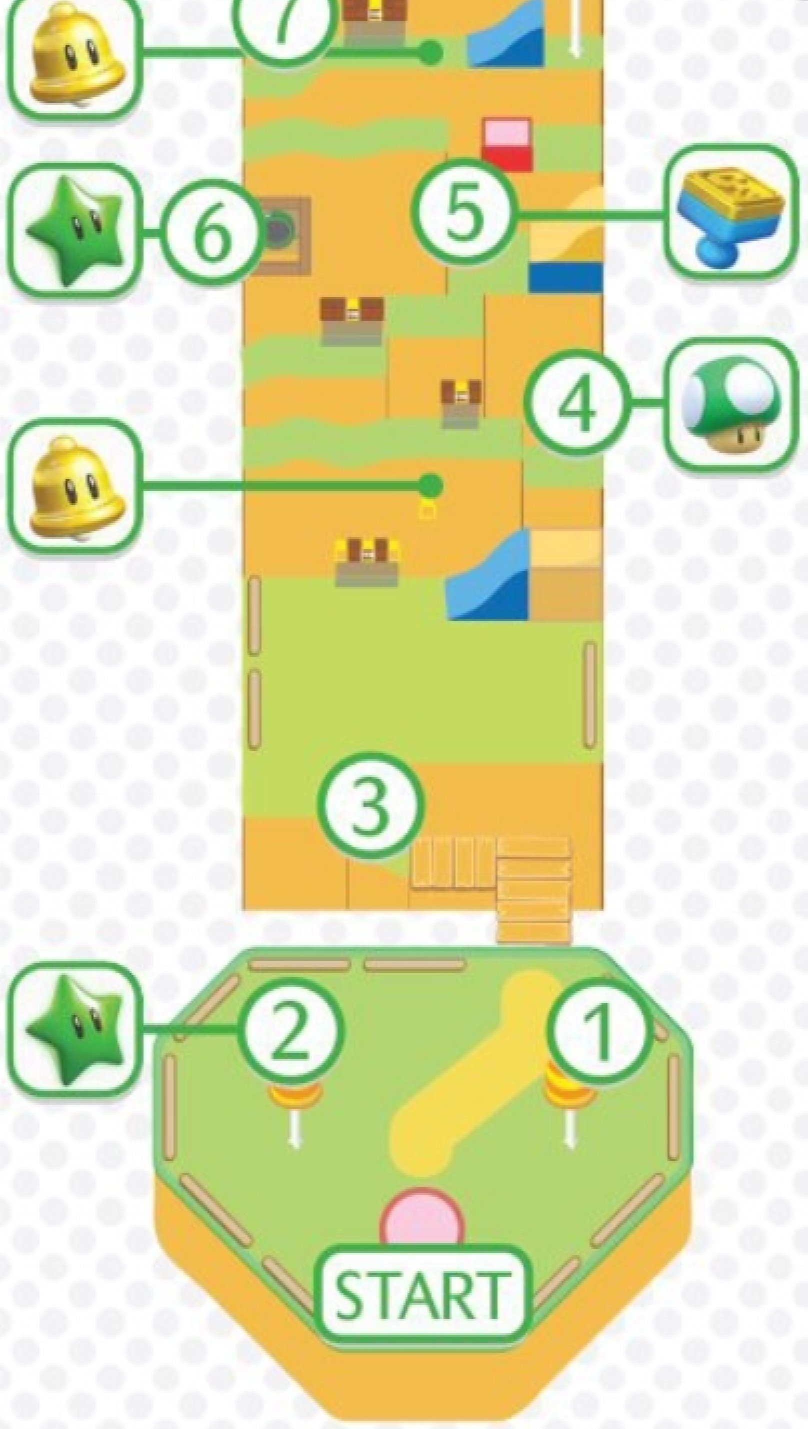

x6
x73
197
000000
Press a Button to Join
Press a Button to Join
Press a Button to Join


x6
x81
190
003400

Here, you face off against two Chargin' Chucks. You can jump on their heads even while they charge at you, just don't let them hit you with that charge. The first hit they take knocks off their helmet; the second will finish them off. Beating them earns you the Green Star and a pile of Coins. Their defeat links the first island of World 1 to the second, and reveals 1-3.

WORLD 1-3:
Mount Beanpole


9
GOAL
8
LEGEND
1-Up Mushroom
Green Star
+ Clock
Stamp
Super Bell
Super Mushroom
Super Star


7
6
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START

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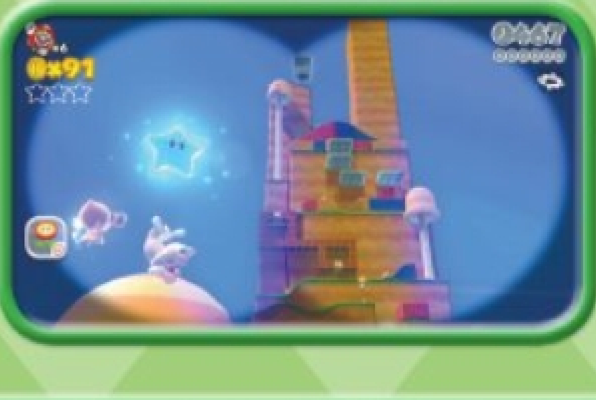
1

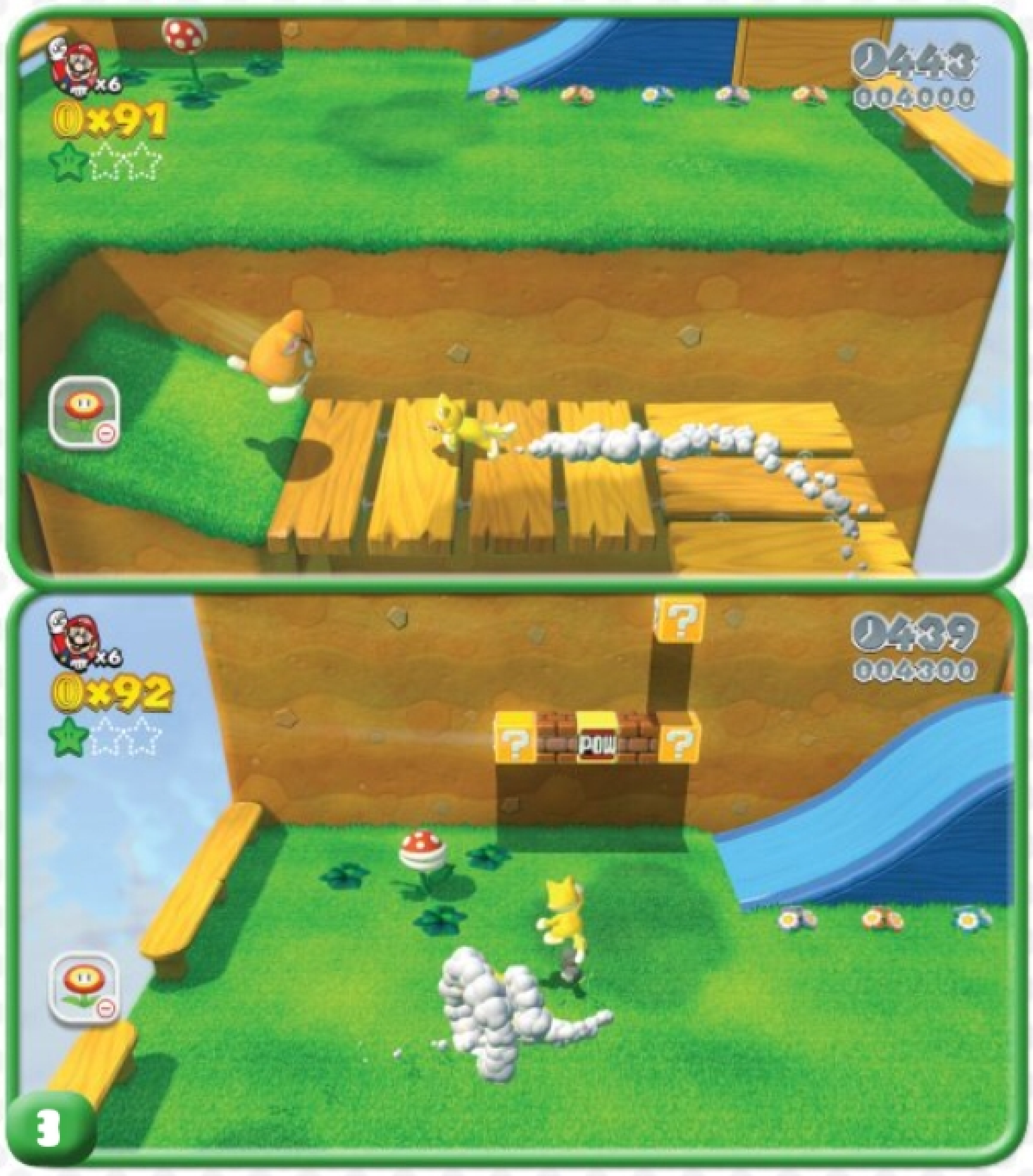
You start the level facing the mountain, next to a pair of trees. Climbing either of these trees lets you meet up with a Sprixie, who will let you use binoculars to survey the terrain.

Mount Beanpole

GREEN STAR #1

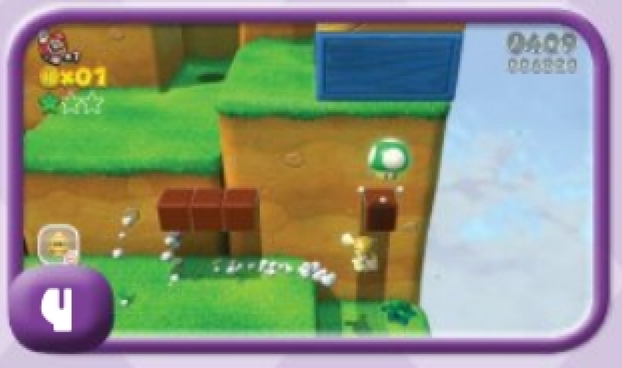
The top of the tree on the left ② also contains a Sprixie with binoculars, and more importantly, the first Green Star.





Cat Goombas and Piranha Plants infest this mountain. Be careful as you advance. Next to the first Piranha Plant is a set of moving ? Blocks and a Red POW Block that will shatter anything breakable within a good distance of the block.

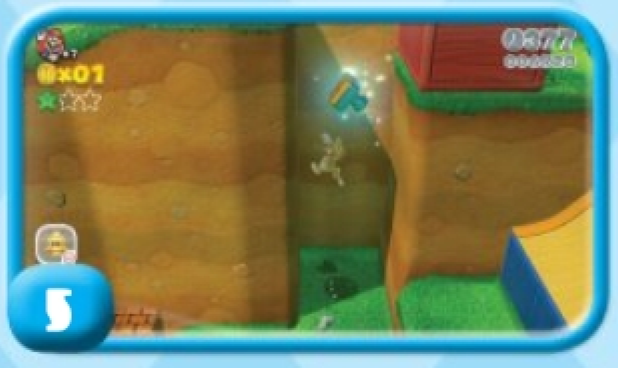
TIP

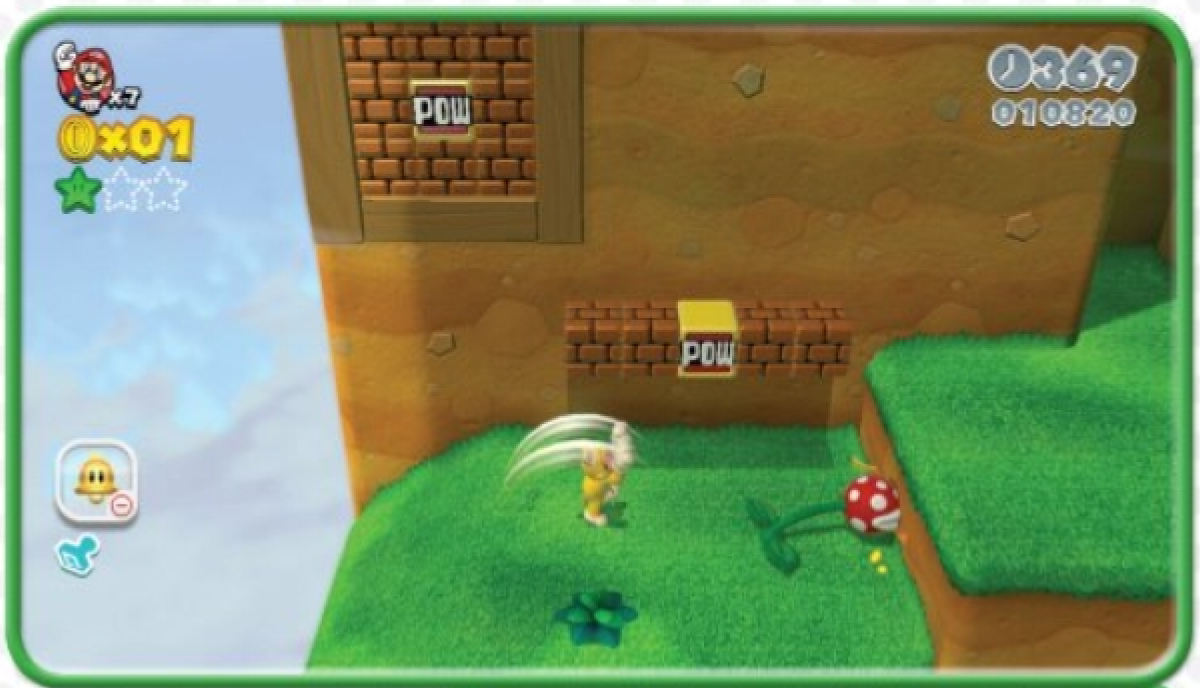


There's a 1-Up inside an invisible ? Block near the first Red POW Block.

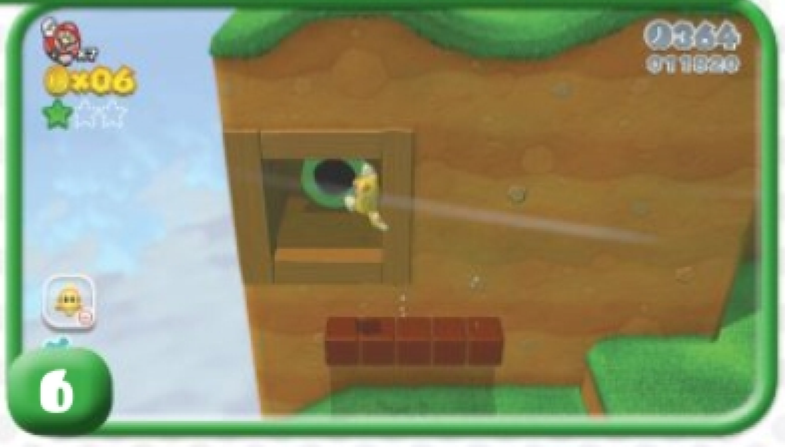
STAMP

The plateau above the second Red POW Block has a pair of walls that you can wall jump off of to reach the Stamp for this level.



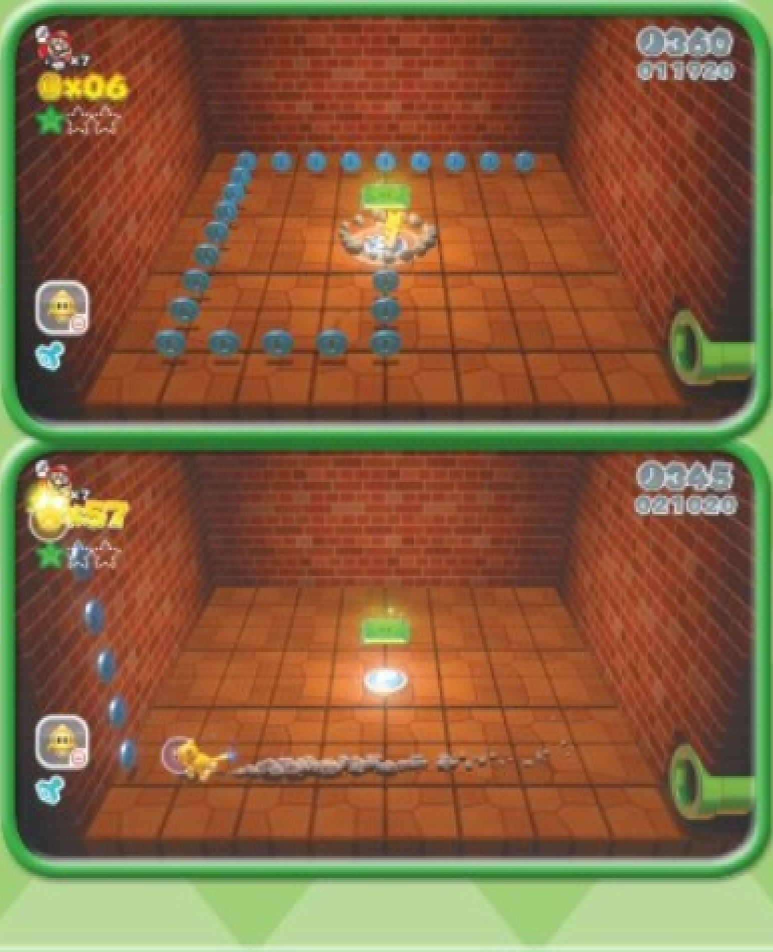


A set of moving blocks and a Red POW Block pass by a section of wall created out of more blocks and a second Red POW Block. Destroying that wall reveals a pipe.



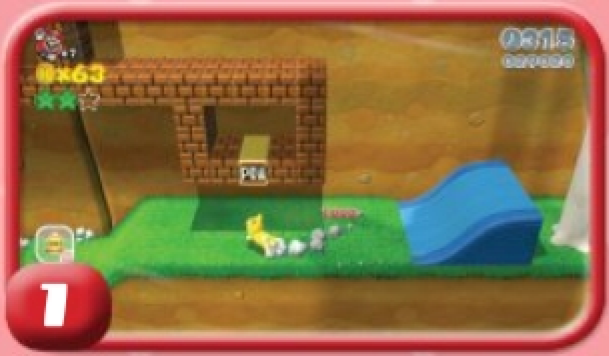
GREEN STAR #2

This is a fairly easy bonus room. Hit the P Switch to cause a set of Blue Coins to appear. Collecting this set will cause a second set to appear, followed by a third set. Work fast, as the Blue Coins can disappear, stopping you from collecting the Green Star! The last set of Blue Coins might be a challenge if you're small or lack the Cat Power-Up.



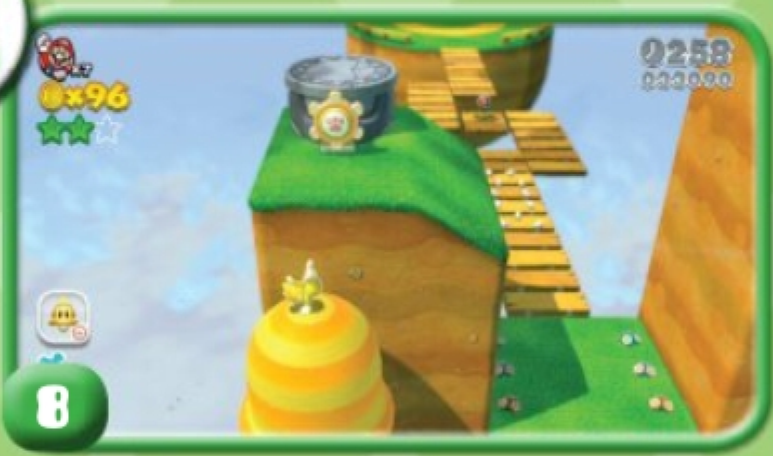
CAUTION

Don't Dive to Your Doom!

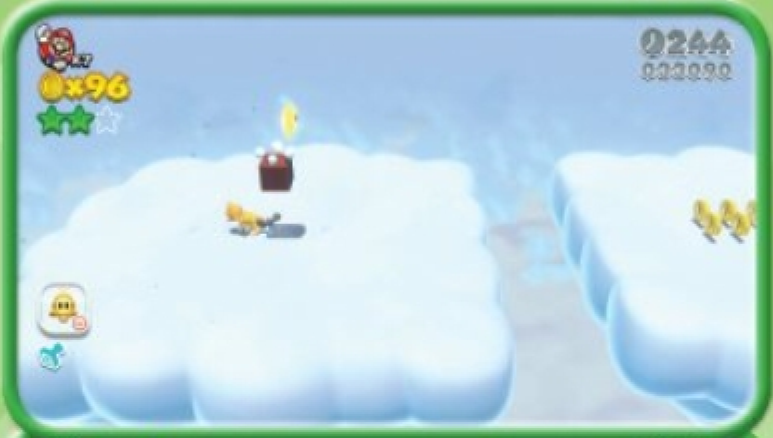

7

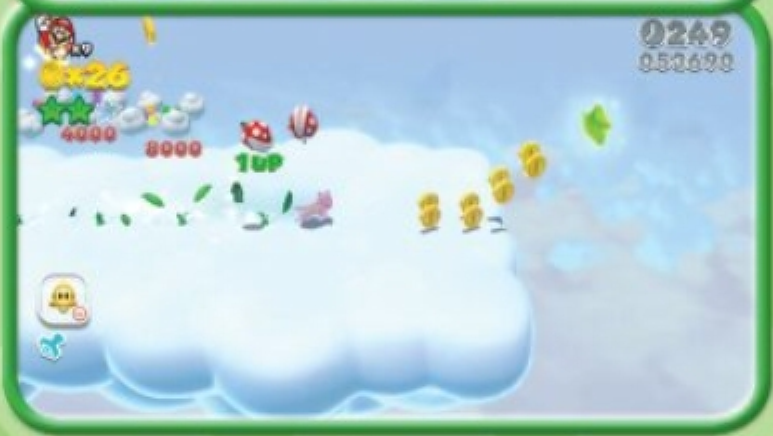
The Cat Power-Up's Claw Dive attack can be amazingly useful for climbing up the mountain and hitting this set of Red POW Blocks, but be mindful of where you Claw Dive. It's easy to fling yourself off the side of the mountain and lose a life.

GREEN STAR #3


8

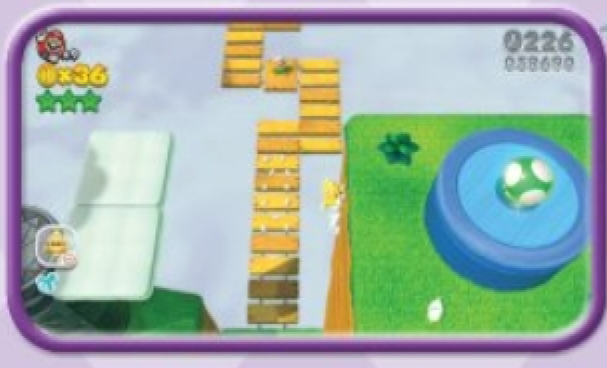
You can get the final Green Star once you reach the summit of the mountain. You must have the Cat Power-Up equipped. At the summit you'll find two spires reaching toward the sky, with a bridge leading out into the distance. Climb the spire on the left, and Claw at the Cat Wheel on the stone pillar you find. The pillar rises up, and you can climb it to reach a cloud platform with Cloud Cannon floating over it.



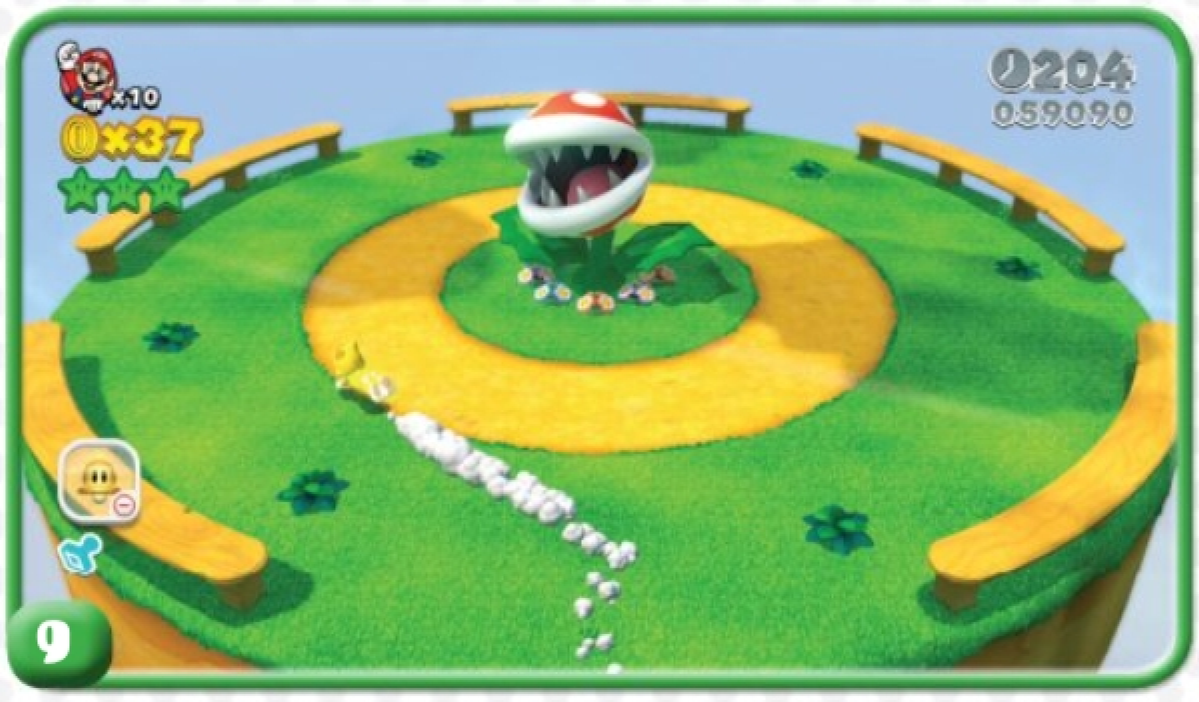


The Cloud Cannon shoots you into a bonus area. Hit the ? Block you see to snag a Super Star for some invincibility, then dash through the area, running through Piranha Plants and collecting Coins until you reach the end—before the Super Star wears out. Dash Panels boost you along pretty quickly, so be ready to jump gaps on short notice. A Green Star waits at the end of this area.

TIP



The mountain spire to the right of the Cloud Cannon has a 1-Up Mushroom at the top.

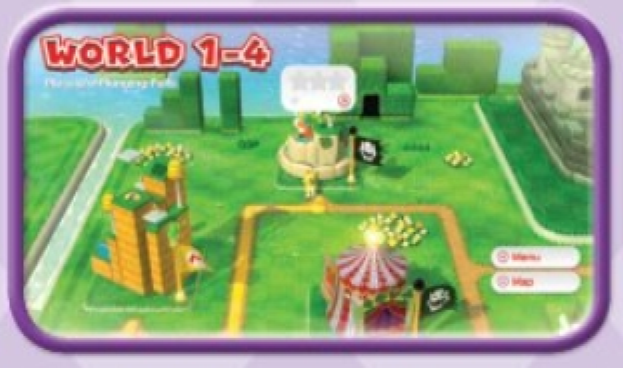

9

After crossing the wooden bridges to leave the mountain summit, you will encounter a much larger variety of Mega Piranha Plant. It takes two jumps, or two Cat Power-Up Claws, to beat him. After you do, a Warp Box appears to take you to the Goal Pole area.

NOTE

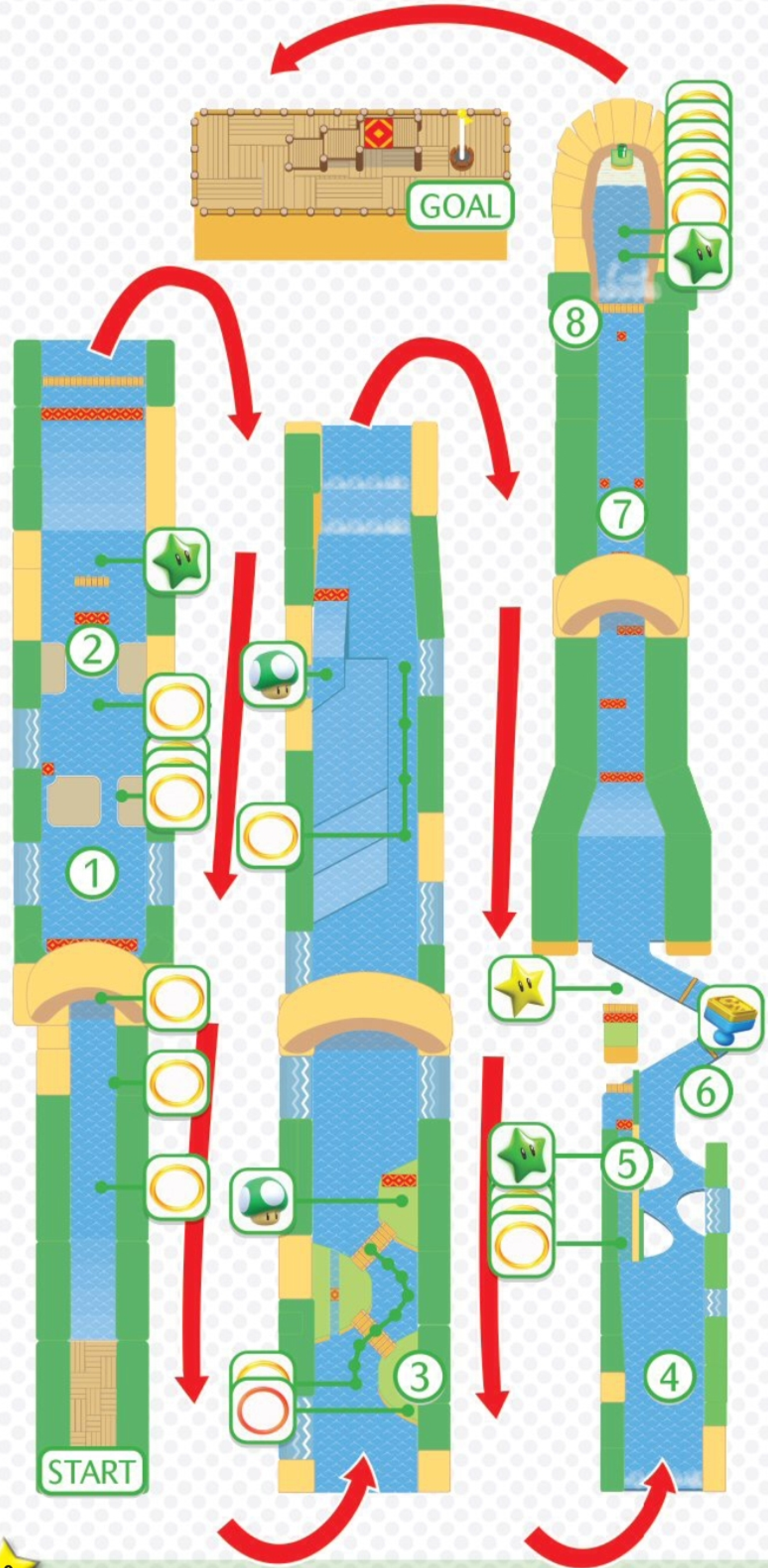
Completing this level unlocks 1-4 and 1-5!

TIP



Back out on the World Map, you can find a hidden Toad House just north of 1-4. It's through the doorway on the grassy mountain, pictured here.

WORLD 1-4:
Plessie's Plunging Falls



LEGEND

1-Up Mushroom
Gold Ring
Green Star
Red Ring
Super Star
Stamp

This level is quite different from the others you've seen thus far. You meet Plessie, a dinosaur who wants to help you race down this course. Jump onto Plessie's back to begin the ride.

NOTE

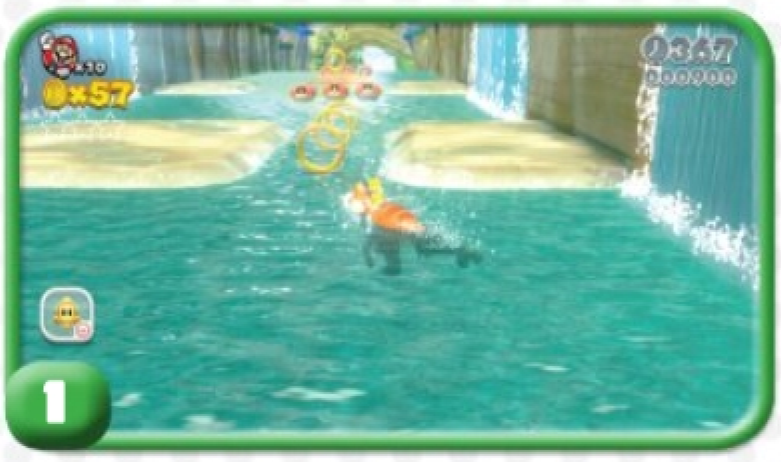
You'll Be Back

Unfortunately, you are not able to collect all three Green Stars and the Stamp in one run on this level. You'll have to come back for the Stamp or the Green Star you missed. Keep this in mind!

CAUTION

More People Requires More Coordination!

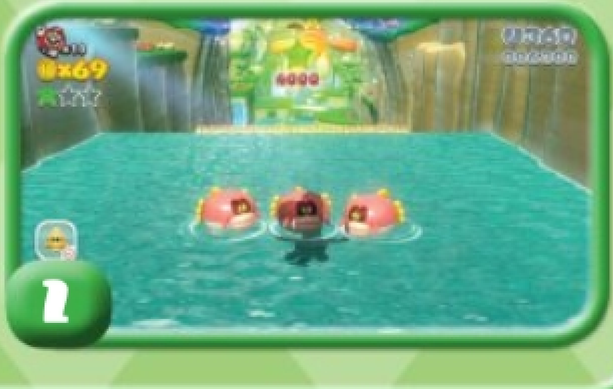
If you're playing with several friends, your ability to turn Plessie while sliding down the hill depends on how many players are trying to turn in a given direction. If you want to make a sharp left, everyone must turn left. If you want to jump higher, everyone must jump at the same time.

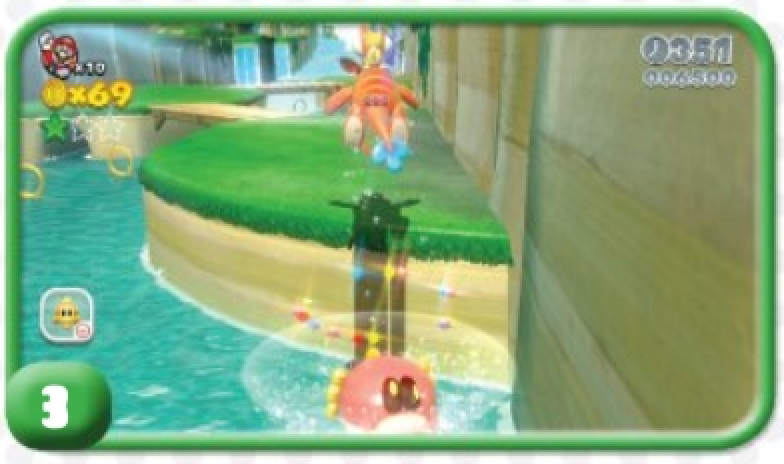


Dash Panels and Gold Rings greet you at the start of the ride. Look out for Splounders you can jump off to reach areas, heights, and items that a regular jump cannot reach.

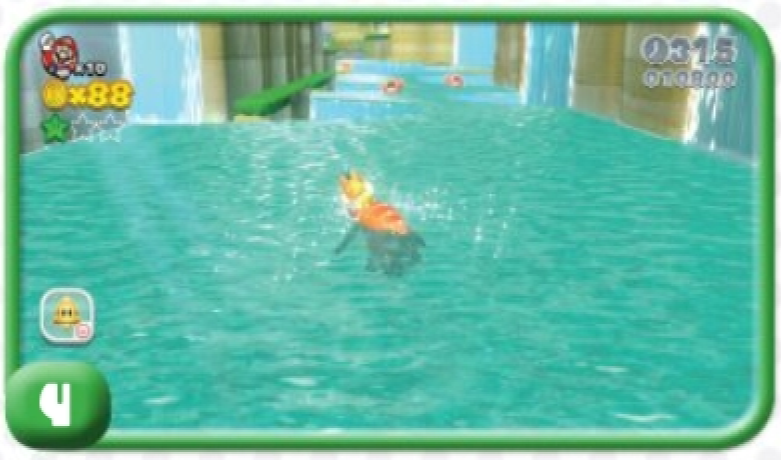
GREEN STAR #1

The first Green Star is pretty close to the start, sitting over a trio of Splounders. To reach it, you have to jump off a ramp after hitting a Dash Panel.





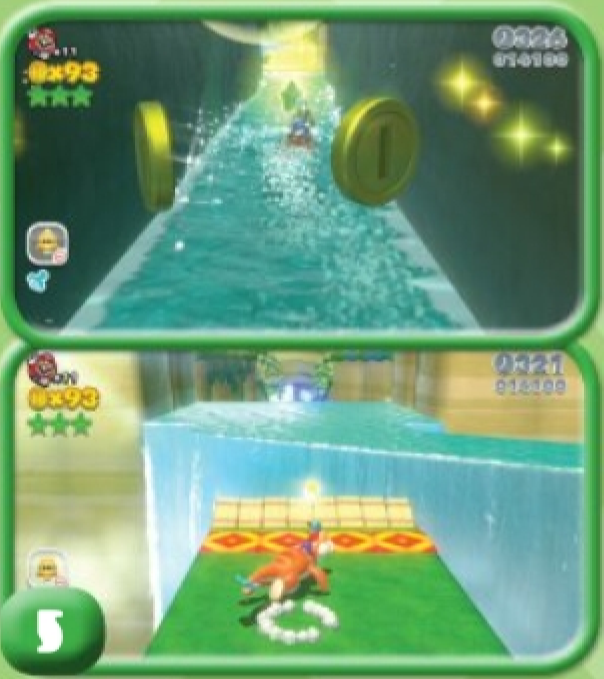
The Red Ring you encounter here triggers a line of Red Coins to appear on the upper levels of this part of the course. You'll have to jump off a Splounder to get the Red Ring, and then carefully navigate the narrow paths to collect all of the Red Coins. You can earn a 1-Up if you don't miss a single Red Coin.



It's at this point of the ride that you have to make a choice: You can travel through the waterfall on the left to reach a hidden passage that leads to Green Star #2, or you can navigate the winding path guarded by Splounders on the right to reach the Stamp. The star is easier to retrieve.

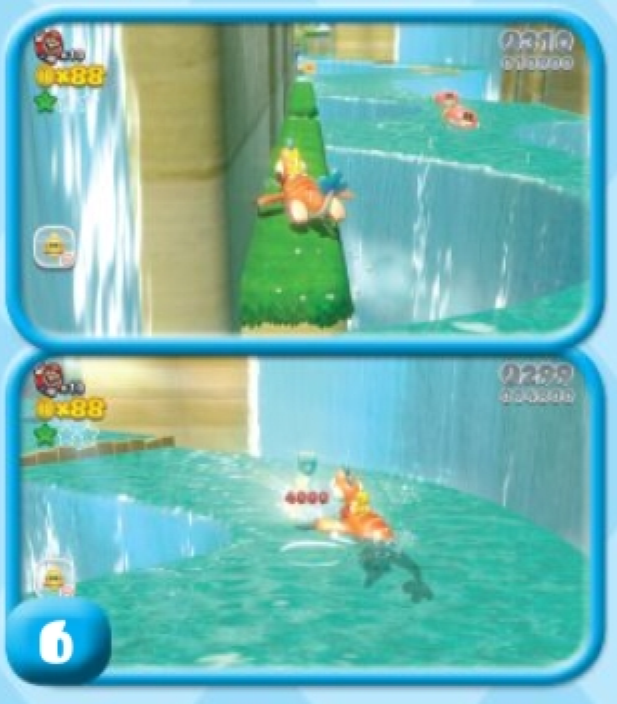
GREEN STAR #2

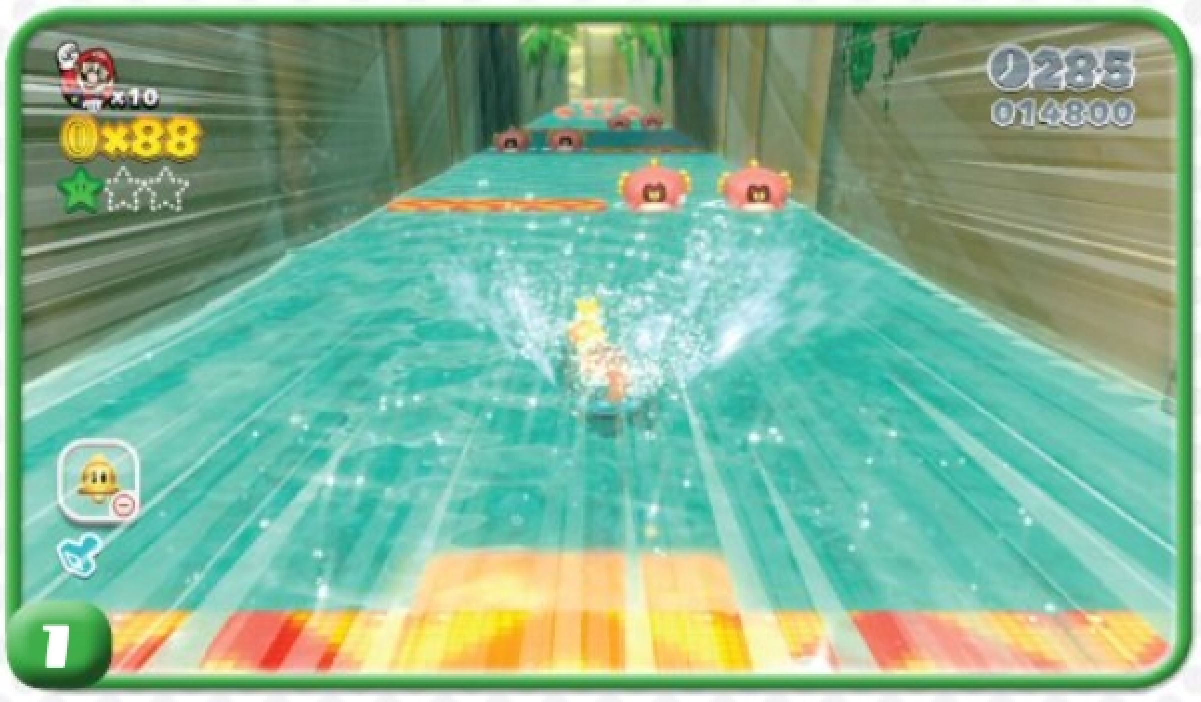
This is pretty much a straight shot. Follow the cave behind the waterfall and you'll pass through a number of Gold Rings and the Green Star. If you stay centered on the upcoming jumps, you can collect a Super Star on the second jump and make the final stretch of the downhill much easier, crashing through the Splounders with impunity.



STAMP

Avoid jumping off the Splounders: That way has a better chance of sending you to your doom. Even after you collect the Stamp, you're not out of the woods until you jump over the wood barriers that bar your forward progress.

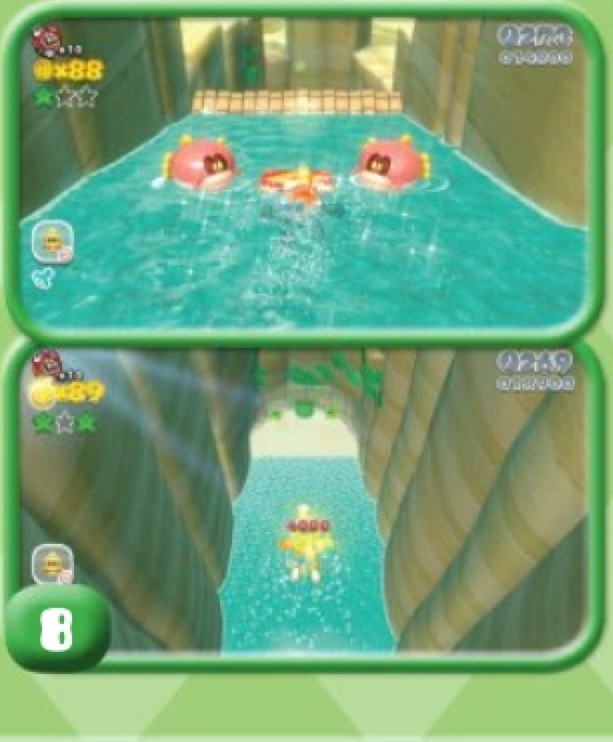




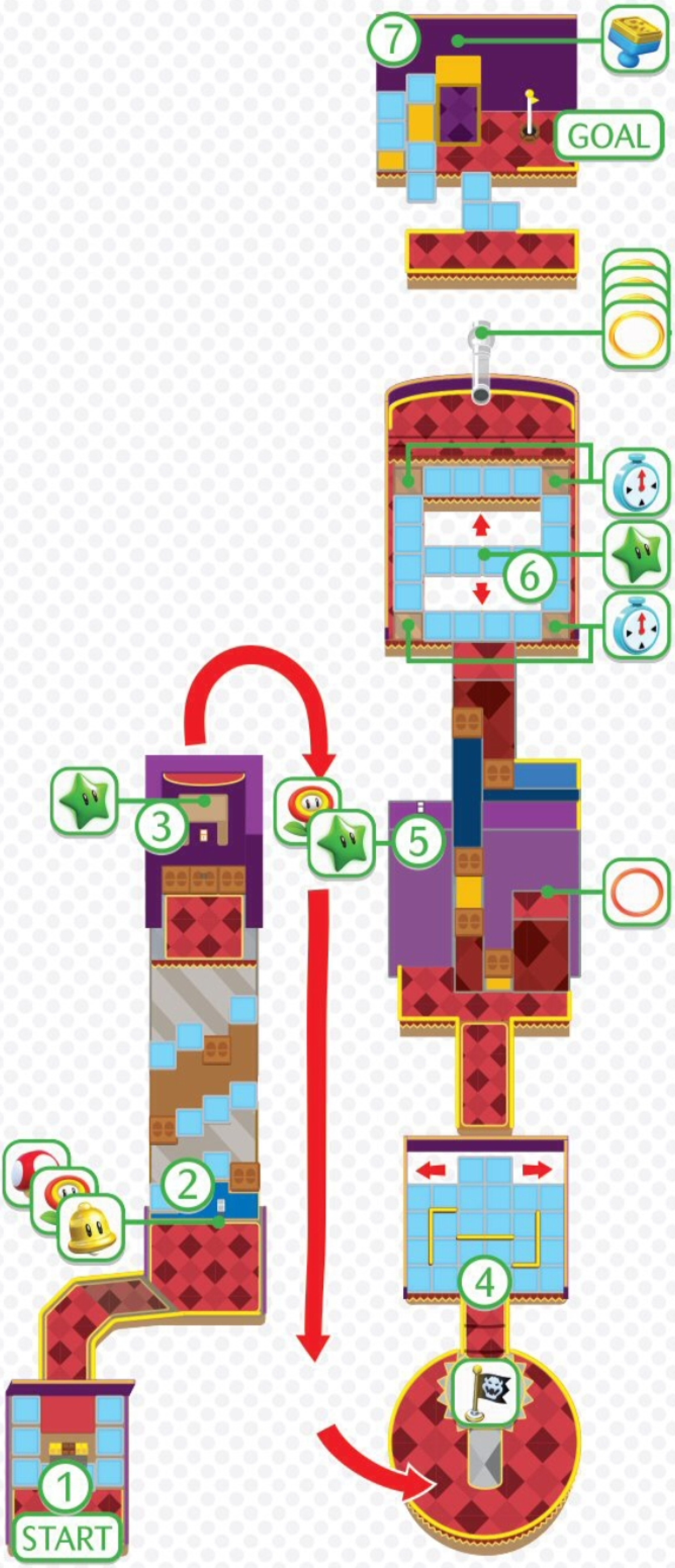
You're in the home stretch once you reach this downhill slide, which is filled with more Splounders and Dash Panels. It's safer and easier to just stay centered, jumping when necessary, but if you're playing for speed, you'll have to hit every Dash Panel you can.

GREEN STAR #3

The last Green Star is located dead center beyond the final jump of the home stretch. After making the jump, you have just seconds to adjust to the new camera angle to reach the star. It's best to approach the final ramp from the center, if at all possible.

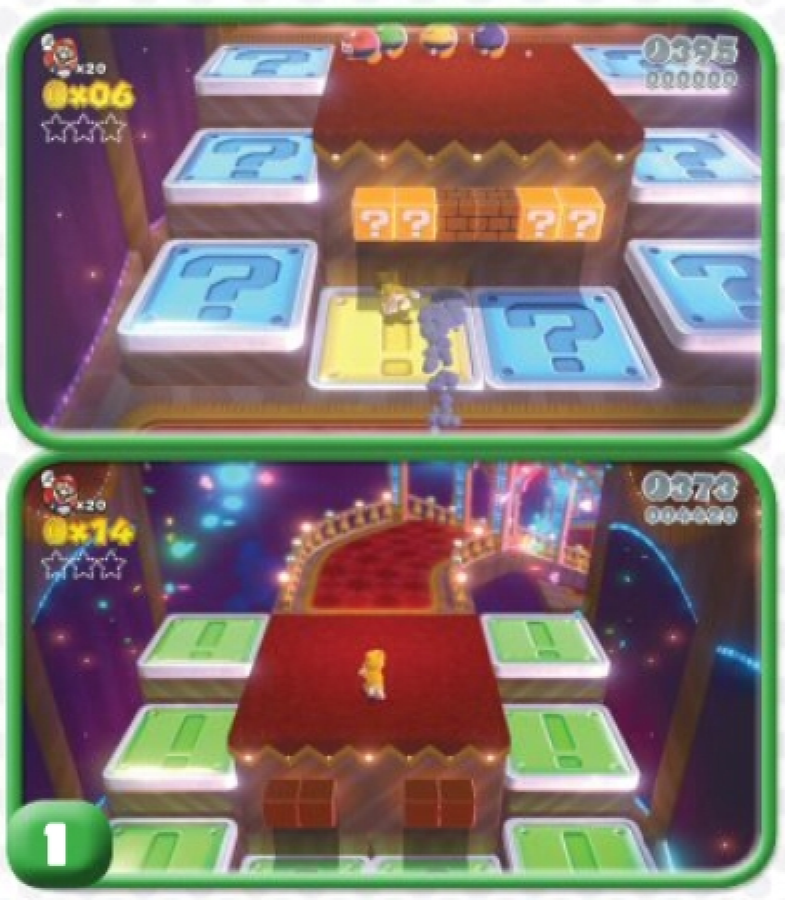


WORLD 1-5:
Switch Scramble Circus

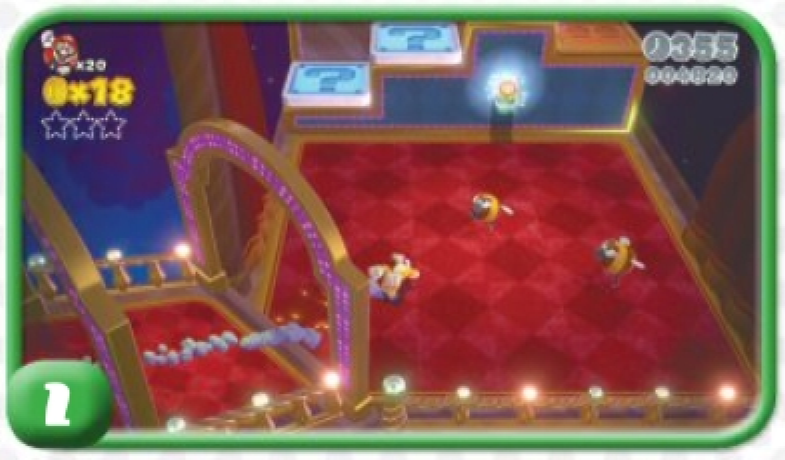


LEGEND

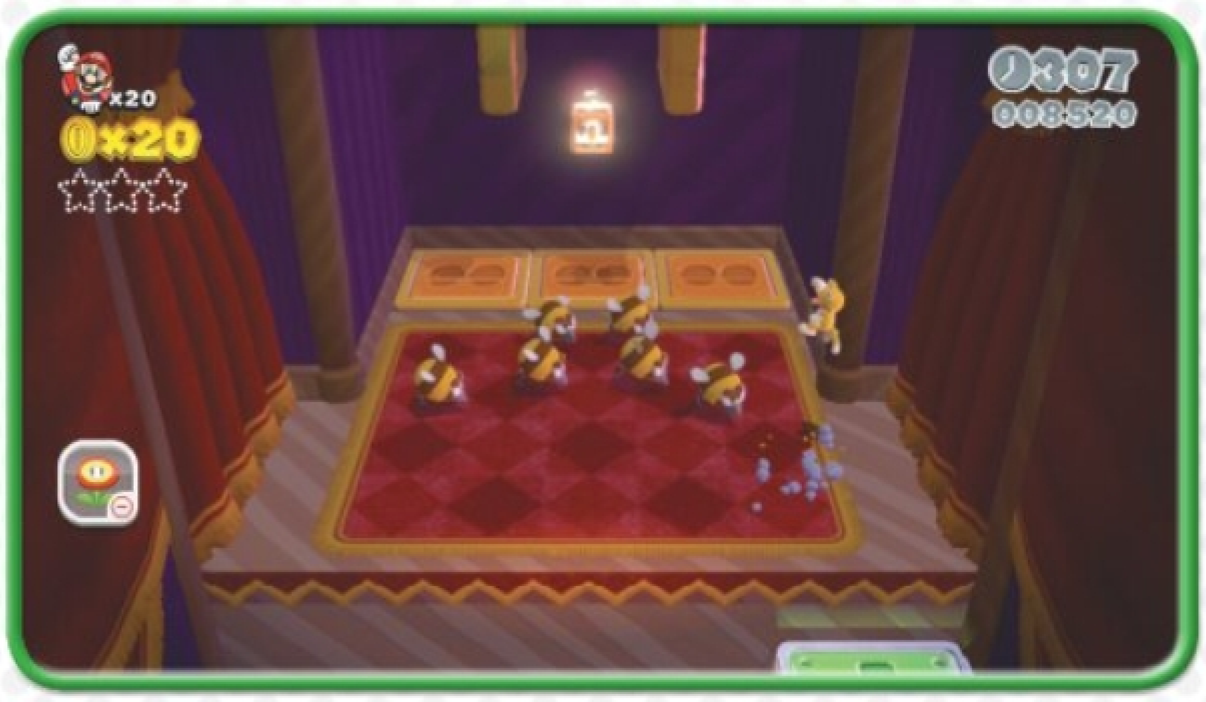
- Checkpoint Flag
- Fire Flower
- Gold Ring
- Green Star
- + Clock
- Red Ring
- Stamp
- Super Bell
- Super Mushroom



The primary mechanic in this level are the rooms filled with Switch Panels. You must light up these panels, either by running on them, or tapping them with the touch screen. Once all Switch Panels have been activated, the path to the next area will open. This first room is easy, with only the Biddybuds providing some resistance.



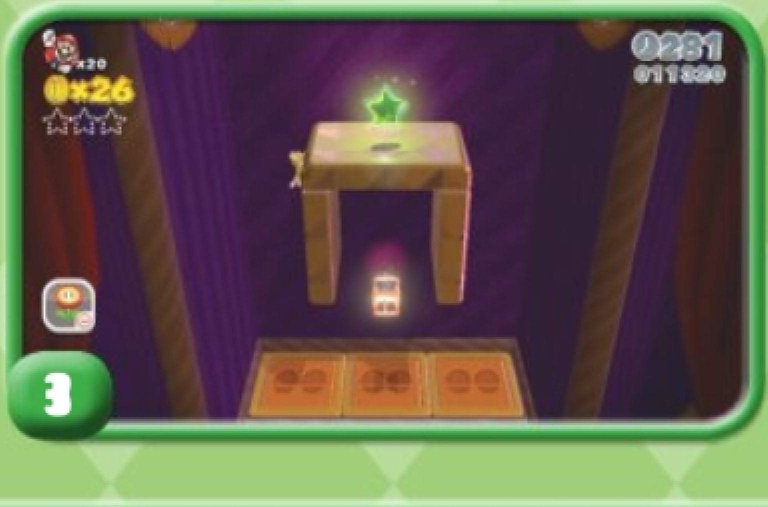
Stingbies are the primary nuisance here. When they're out of the way, you can use the Roulette Block in peace, and get to flipping on the Switch Panels. Jump Panels launch you sky high if you jump while standing on them. Use them to reach Switch Panels that are difficult to land on. The Cat Power-Up helps immensely here.

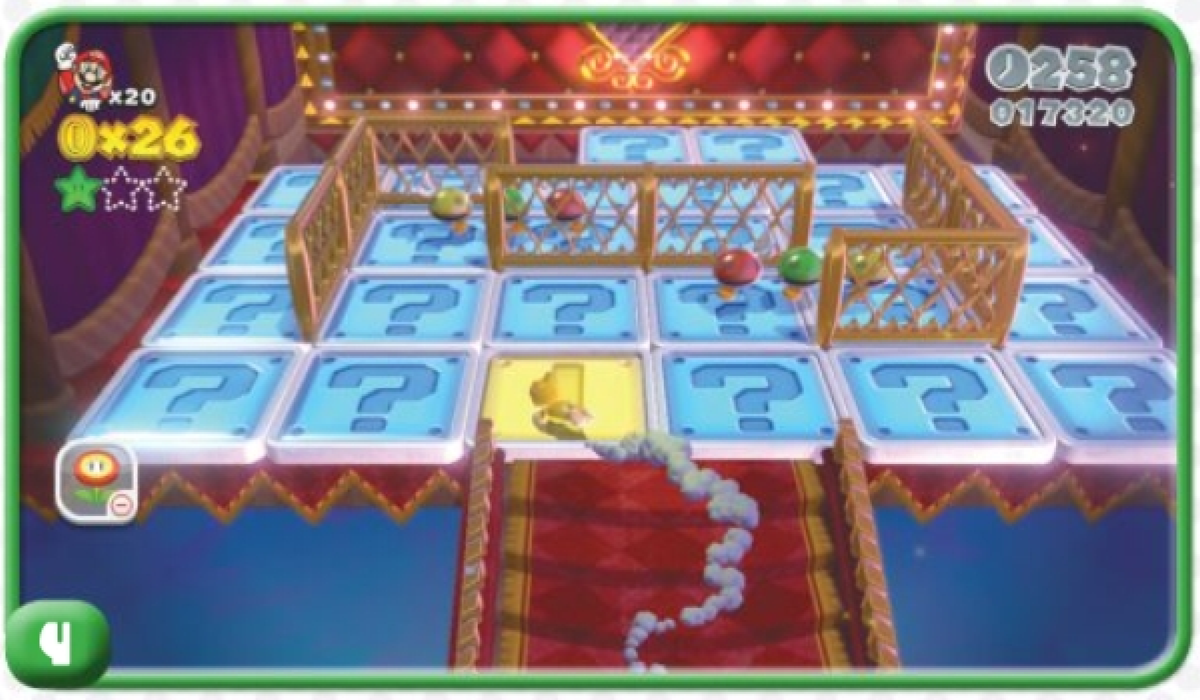


After the second set of Switch Panels, the wall opens up to reveal a swarm of Stingbies, three Jump Panels, and a Warp Box to the next area.

GREEN STAR #1

Don't take that Warp Box right away! Use one of the side Jump Panels to reach the first Green Star, which is sitting on a platform above the Warp Box. You'll need the Cat Power-Up or some very spot-on wall jumps to reach it, even with the Jump Panel's boost.

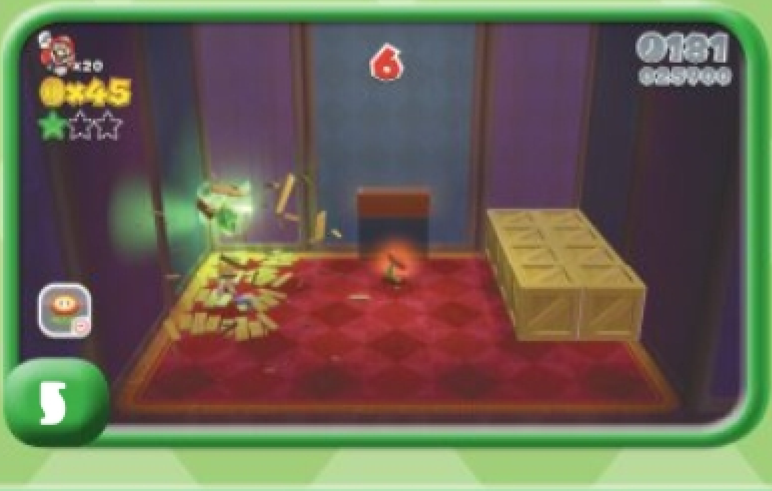




Next is another round of Switch Panels, guarded by more Para-Biddybuds. Don't fall into the abyss trying to reach the two Switch Panels on the moving platform!

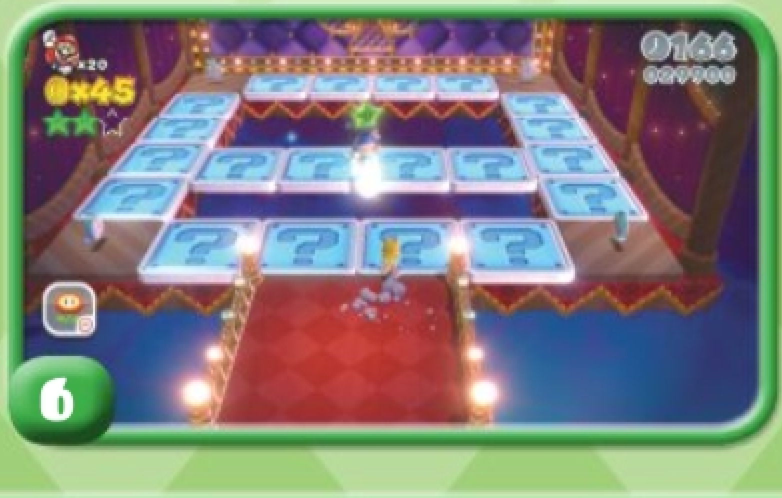
GREEN STAR #2

You can find a Mystery Box on the way up the Jump Panel wall after the third set of Switch Panels. Entering this Mystery Box takes you to a bonus room, where you have 10 game seconds to find a Green Star hidden among two sets of wooden crates. The Cat Power-Up lets you rip the crates apart quickly, though you can save yourself some time by focusing on the left side crates first.



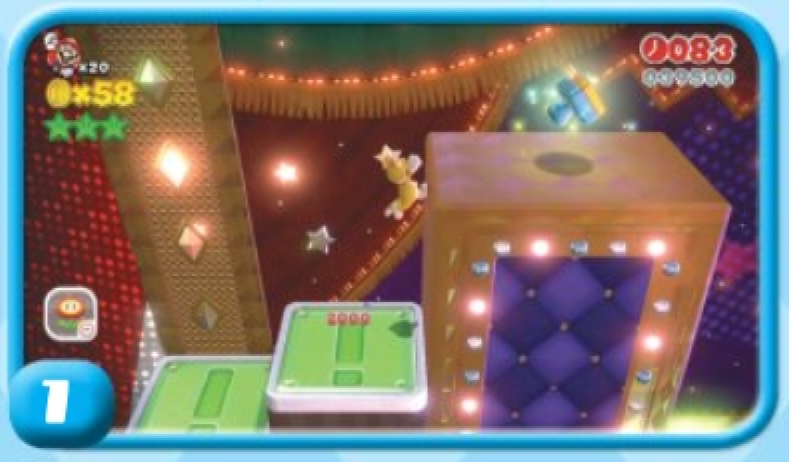
GREEN STAR #3

The third Green Star takes place on another Switch Panel puzzle, with the added interference of a Magikoopa. You'll have to use a moving bridge made of Switch Panels to safely retrieve the star.



STAMP

The Stamp is in the same area as the Goal Pole. You can reach the Stamp easily with or without triggering the Switch Panels by using the Cat Power-Up. Players without the Cat Power-Up can still collect it with a well-executed wall jump.



WORLD 1:
Captain Toad Goes Forth

The Captain Toad levels are different from the typical levels you'll face throughout the adventure. You play as Captain Toad, Adventurer Extraordinaire (who is unable to jump), in compact levels where you must navigate the terrain. Your advantage here is that you can rotate the camera around the level to help you see your way to reach the five Green Stars hidden in the area. Using a screenshots, we will try to guide you through these maps.

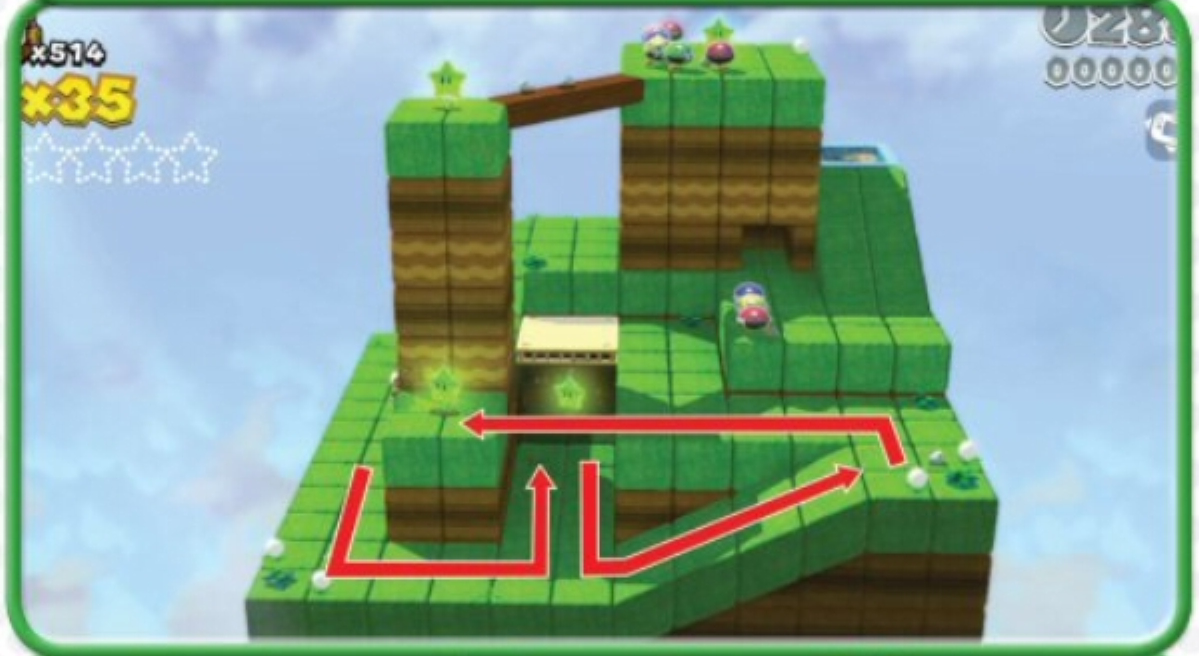
NOTE

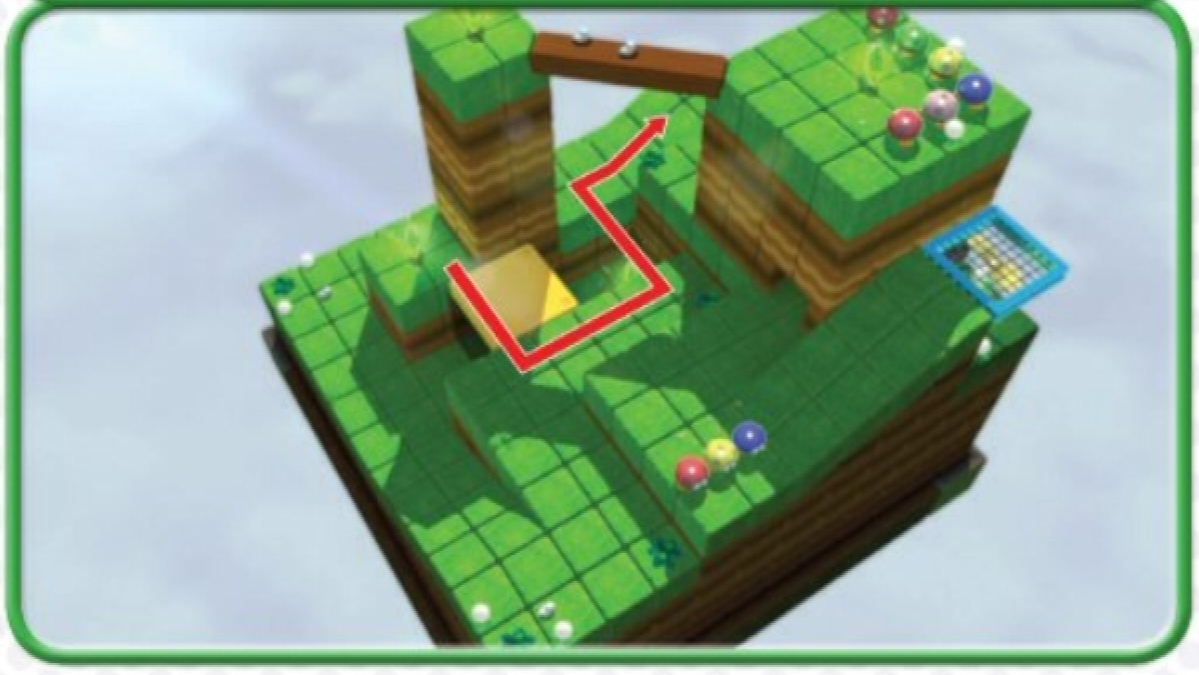
GamePad Only!

All Captain Toad levels require the use of the GamePad.

GREEN STARS #1 AND #2

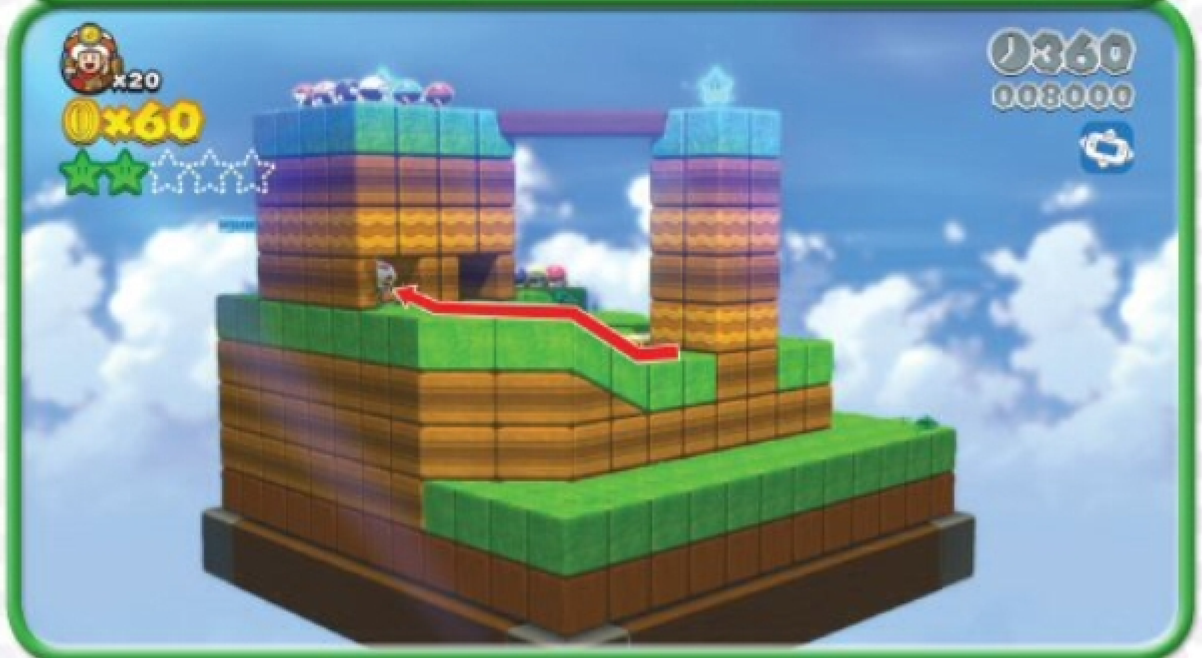
First, move the camera so that you can see where to take Captain Toad. The first Green Star is underneath the moving bridge, and the second requires you to use the moving bridge to cross over to it. You can see what will eventually be Green Star #5 atop a pillar, but forget it for now.

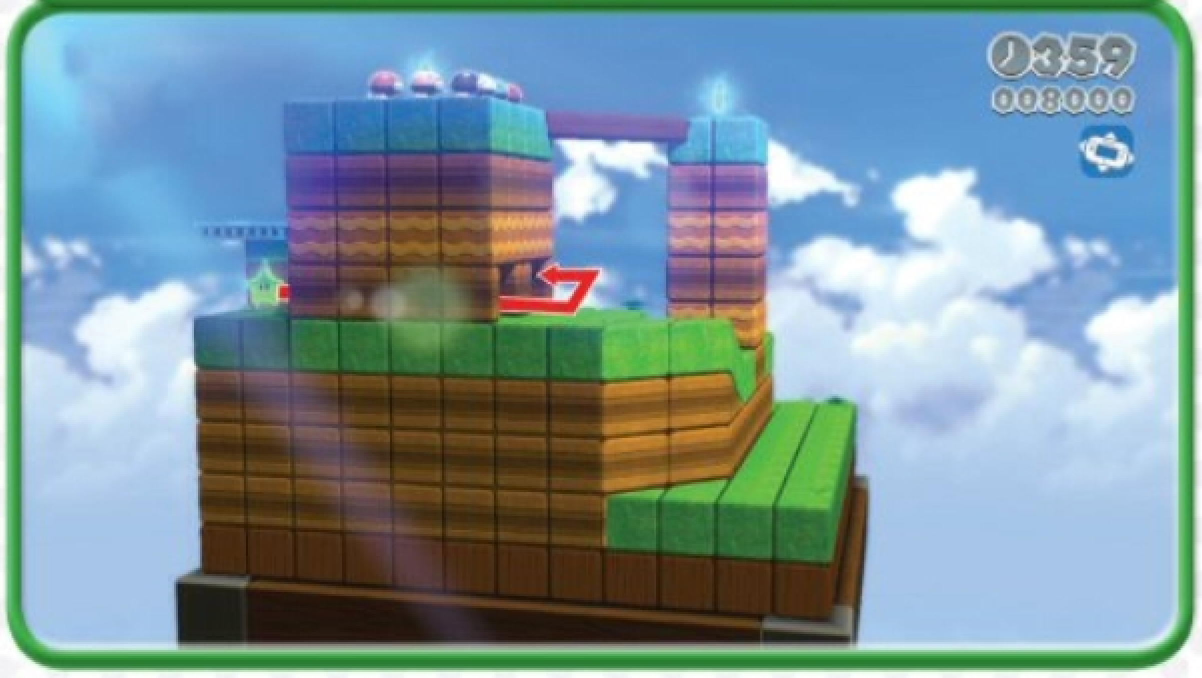




GREEN STAR #3

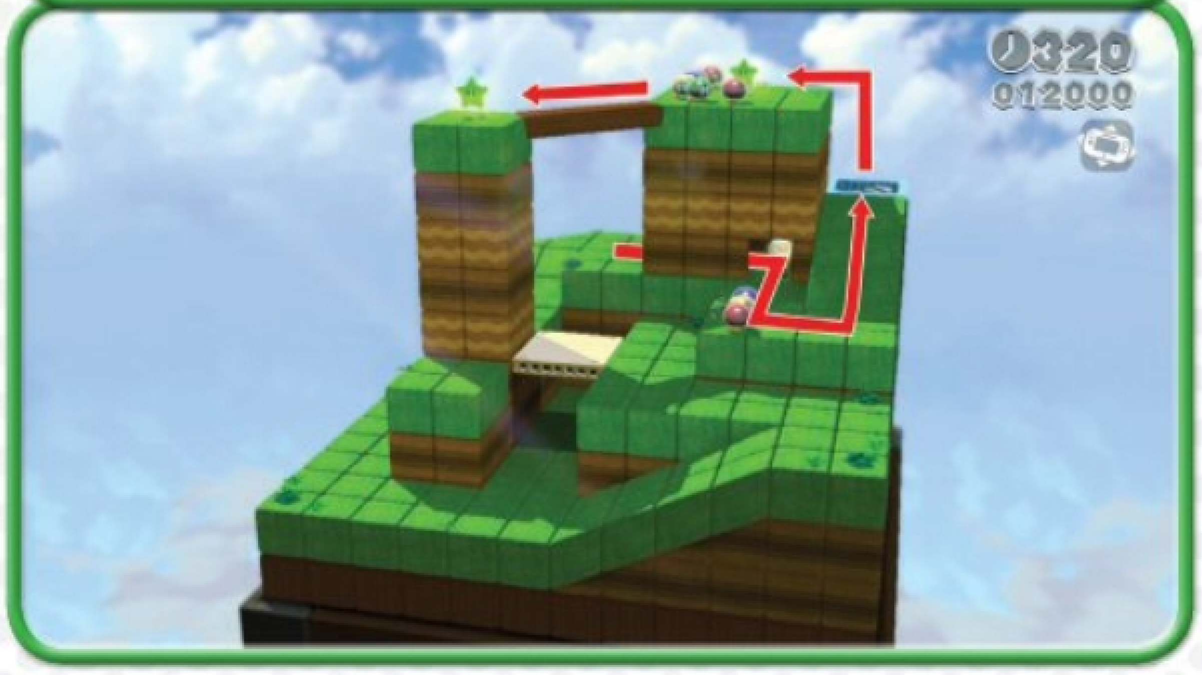
Using the moving bridge, get to the other side of the pillar and climb up the ramp to arrive in front of two Toad-sized tunnels. Take the one on the left to reach Green Star #3. Then go back and take the tunnel on the right.



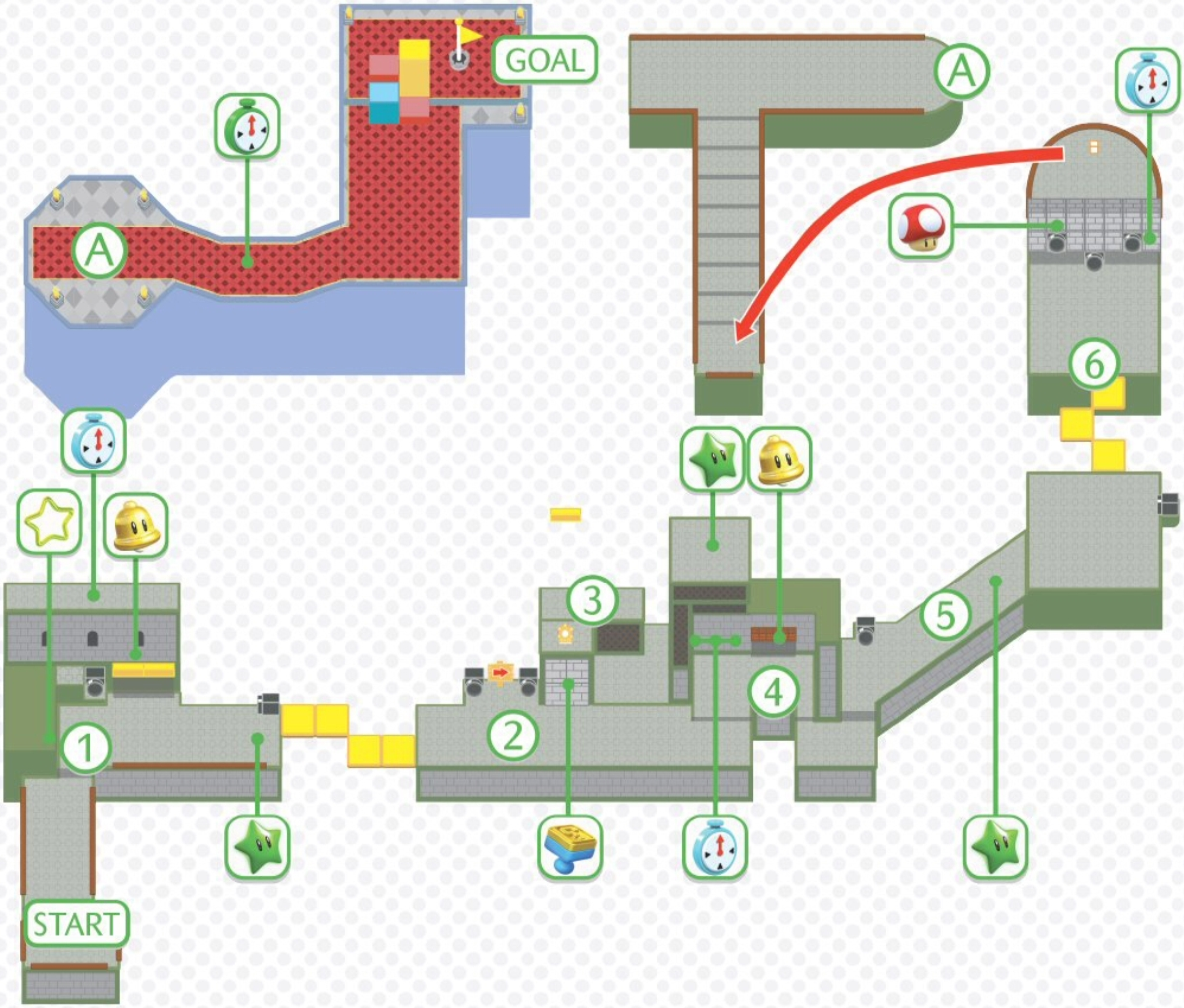


GREEN STARS #4 AND #5

The right tunnel takes you to a small patch of grass guarded by Biddybuds. Slip past them to reach the ramp leading up to Green Star #4. The ramp ends on a small platform that sits above where Green Star #3 was found. Blow into the GamePad microphone to cause the platform to rise up, making it possible to reach Green Star #4. Watch out for the Biddybuds! Next, you can cross the narrow wooden bridge to reach Green Star #5, completing the level.



WORLD 1-CASTLE:
Bowser's Highway Showdown



LEGEND

- Green Star Ring
- Green + Clock
- Green Star
- + Clock
- Stamp
- Super Bell
- Super Mushroom

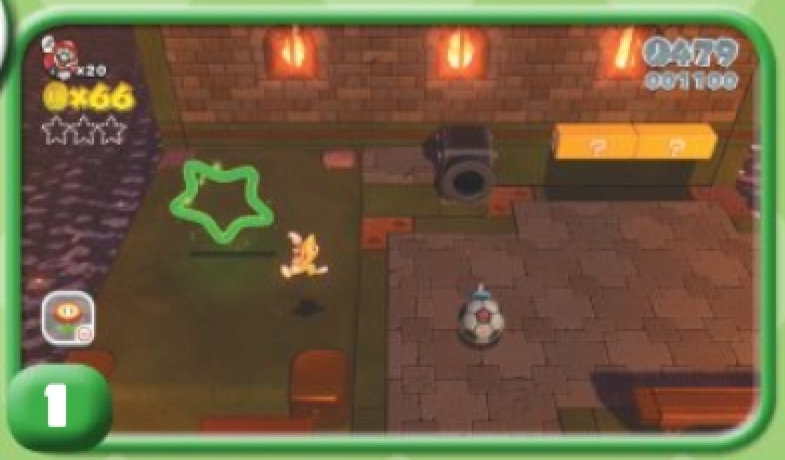
NOTE

Green Star Unlock Requirement

10 Green Stars

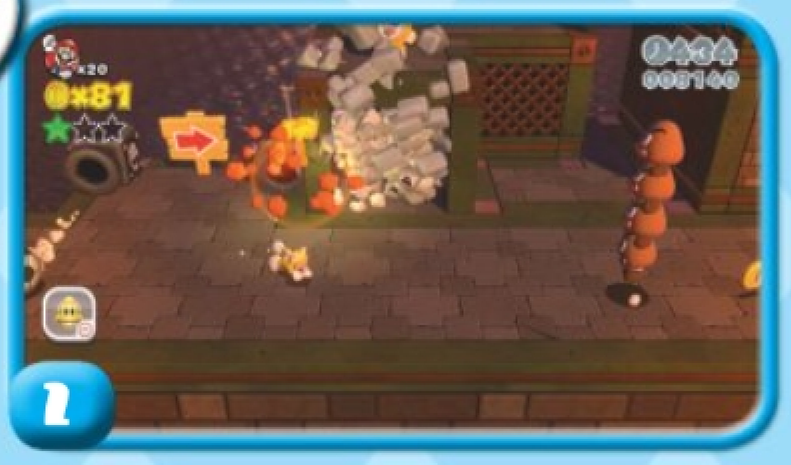
Bowser's Highway Showdown

GREEN STAR #1



This level opens up immediately with a chance to collect the first Green Star. You'll notice a Green Star Ring in the distance from the level start. Pass through it to cause Green Coins to appear. Collecting them all in time rewards you the Green Star. Watch out for the cannons shooting Kick Bombs onto the ground, and don't miss the Super Bell inside the blocks here!

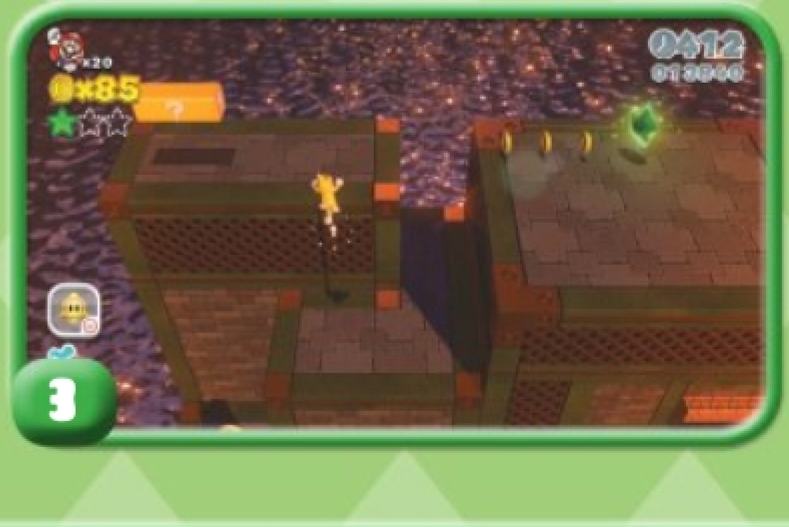
STAMP

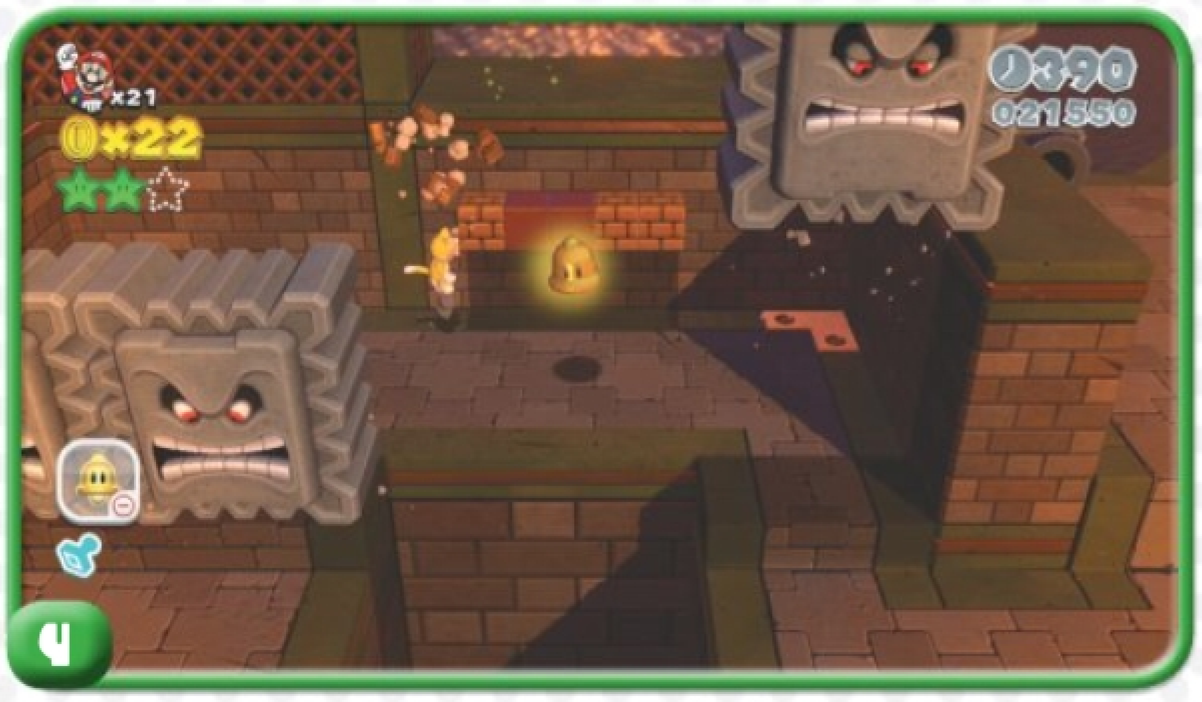


Make your way carefully across the moving platforms, then take advantage of the second set of Kick Bomb-firing cannons by kicking one of the Kick Bombs into a Rock Block wall. This destroys the wall and reveals the Stamp for this level.

GREEN STAR #2

Now, climb atop the chamber that once held the Stamp and strike the Cat Wheel to raise part of the terrain higher in the air. Climb up the newly raised platform, then jump to the rooftop on the right to retrieve Green Star #2. You must have the Cat Power-Up to get this star.

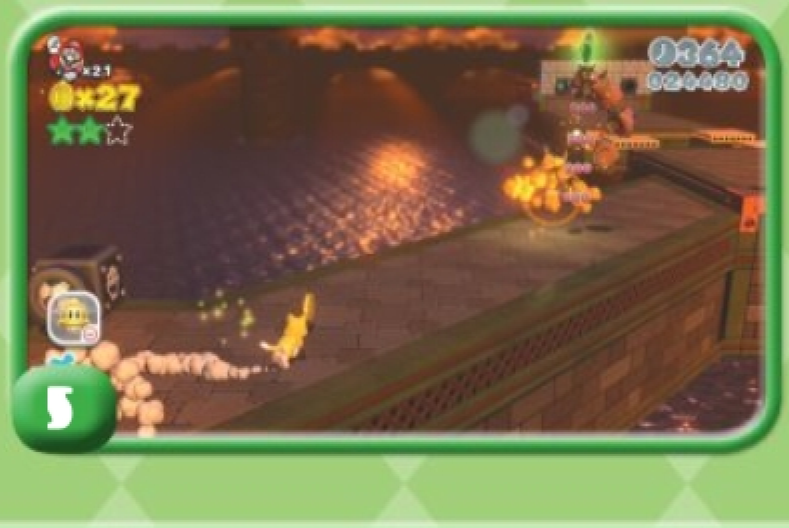


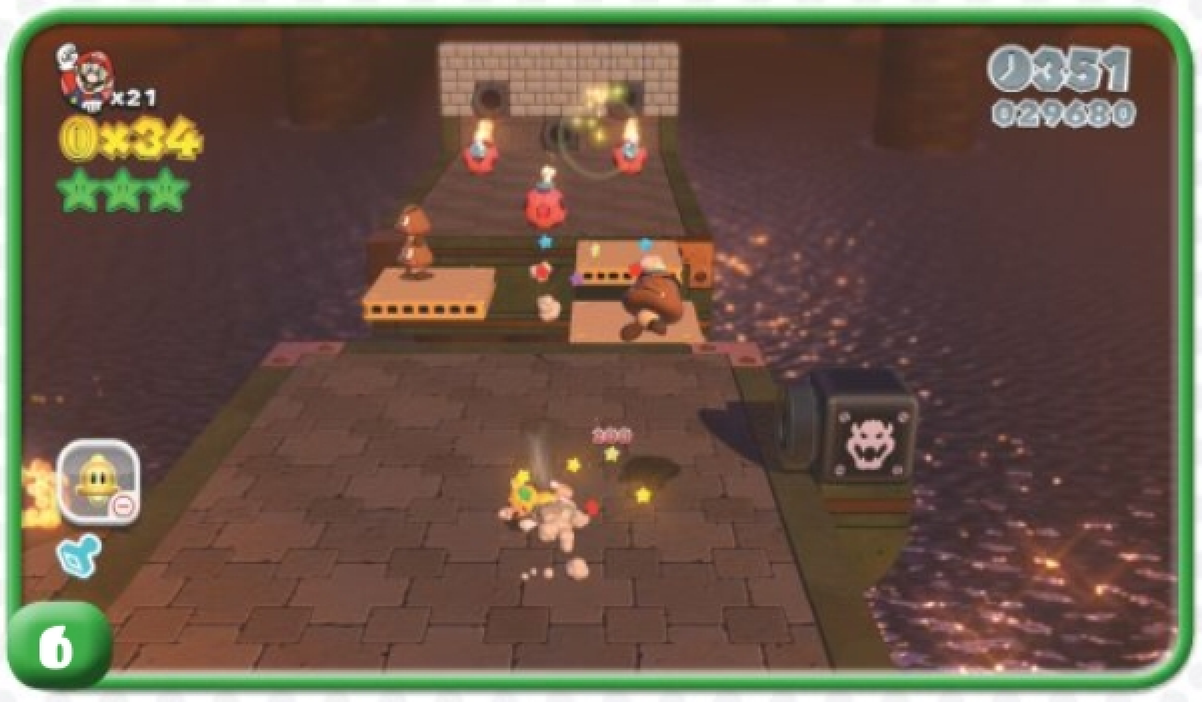


Mind the Thwomps as you make your way through this section. You can retrieve some + Clocks to restore some time if you still have a Cat Power-Up.

GREEN STAR #3

The last Green Star is at the top of a Goomba Tower not far from the Thwomps. A Cat Power-Up helps make this easy, but the Fire Flower is also an option if you brought one to the level. If you're lacking both, you will need to use a Kick Bomb on the Goomba Tower. This is not particularly easy.

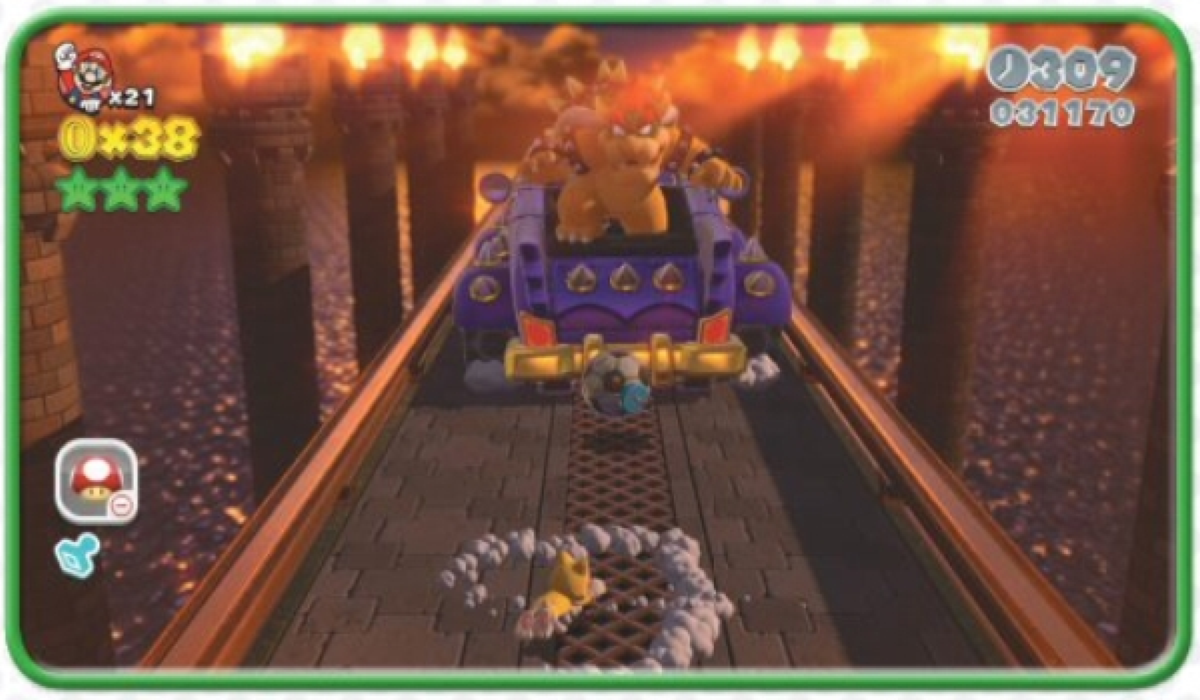




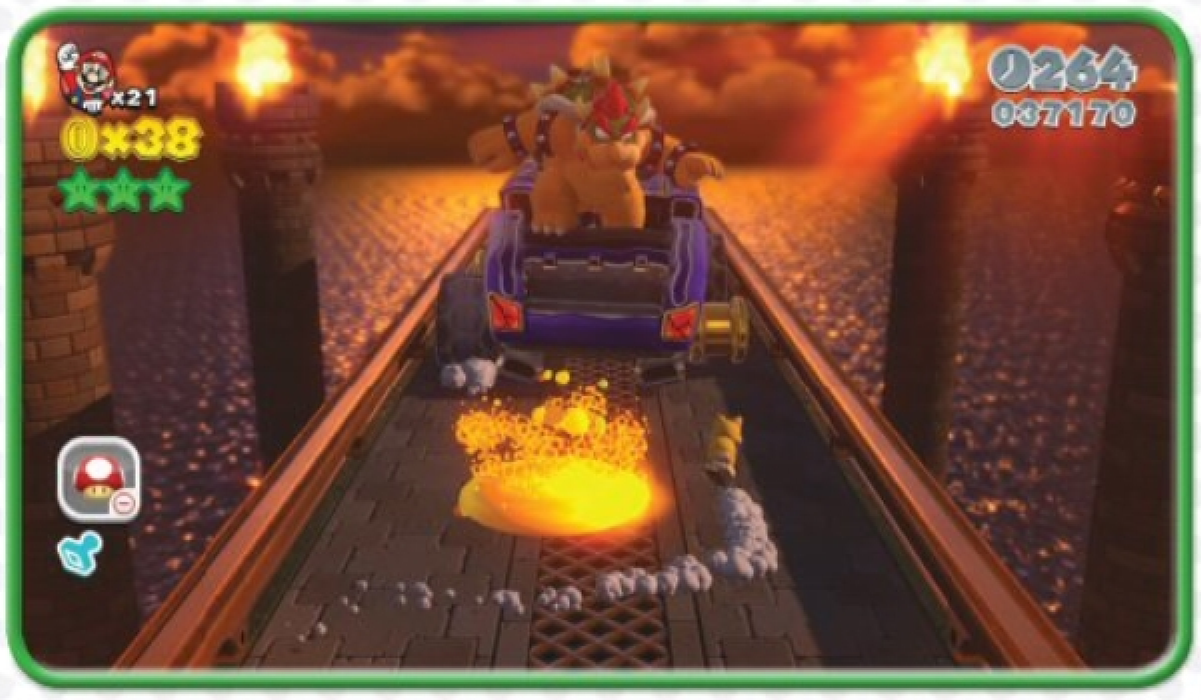
This gauntlet looks intimidating, but it's actually quite simple. Cross the gap with the moving platforms, then use the Kick Bombs on the far wall to break it and reach a Warp Box that will take you to the boss battle.

BOSS BATTLE:
Highway Showdown with Bowser

Shortly after you arrive through the Warp Box, Bowser, King of the Koopas himself, arrives in his very slick-looking ride and roars a challenge at your chosen hero. All right then, challenge accepted.



Bowser has two methods of attack. At first he will toss a number of Kick Bombs onto the highway, trying to dissuade your pursuit. Fortunately, you can easily kick the Kick Bombs back at Bowser or his car. You'll score full damage if you hit Bowser; hitting the car will require more hits before you actually damage the king. Be careful, as he'll occasionally sneak in a Kick Bomb that is already close to detonation—easily spotted by its flashing and smoke. Avoid making contact with those Kick Bombs.



His second method of attack is to spew blobs of lava onto the highway. These tend to linger for a long time, which can be problematic if you let yourself get cornered by multiple blobs.

After three direct Kick Bomb hits, the highway is destroyed, and Bowser plunges to his defeat. Enter the Warp Box that appears in the aftermath of your victory! The only thing left now is to rush to the Goal Pole, land on top of it, and save the Sprixie Princess!

WORLD 2

STAMP

World 2 Sprixie House

This Sprixie House is accessible as soon as you enter World Two. Just explore a bit farther into the starting area on the world map to find it.

NOTE

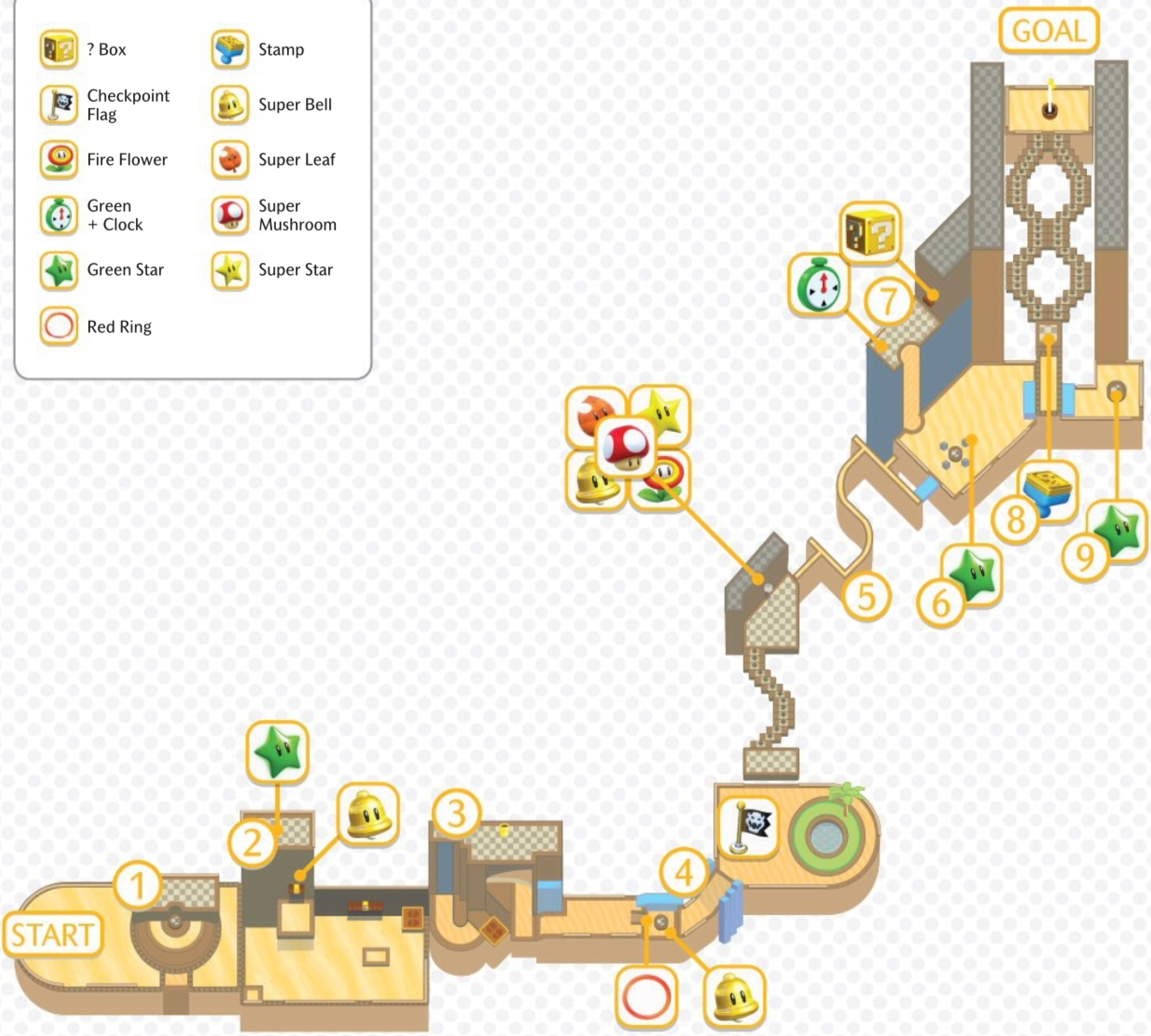
Sprixie Houses!

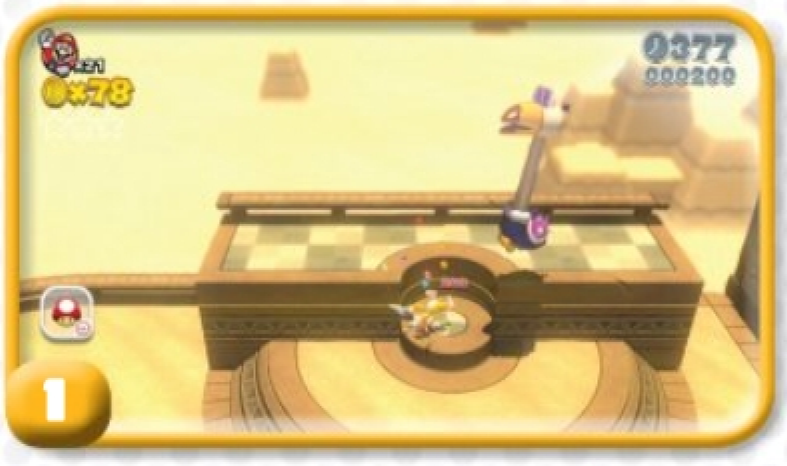
Exploring World Maps can yield some nice rewards, and among those are the Sprixie Houses. Similar to a Toad House, you will usually find them off the main paths in a world. However, you're always guaranteed to find something good in a Sprixie House: a Stamp for the Stamp Collection.

WORLD 2-1:
Conkdor Canyon

LEGEND

- ? Box
- Checkpoint Flag
- Fire Flower
- Green + Clock
- Green Star
- Red Ring
- Stamp
- Super Bell
- Super Leaf
- Super Mushroom
- Super Star


GOAL
7
5
6
8
9
3
2
1
4
START

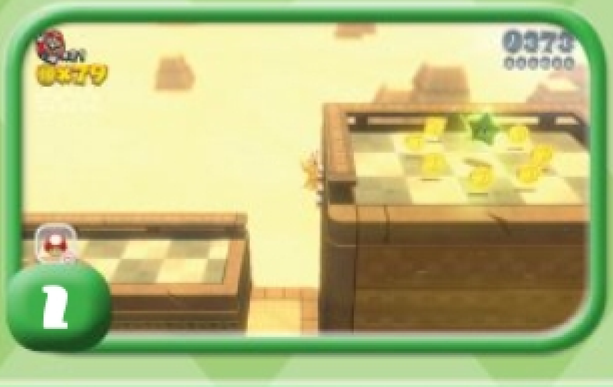


1

You encounter a Conkdor almost immediately. By itself it's not too tough. Fool Conkdors into conking the ground, then jump on the back of their head.

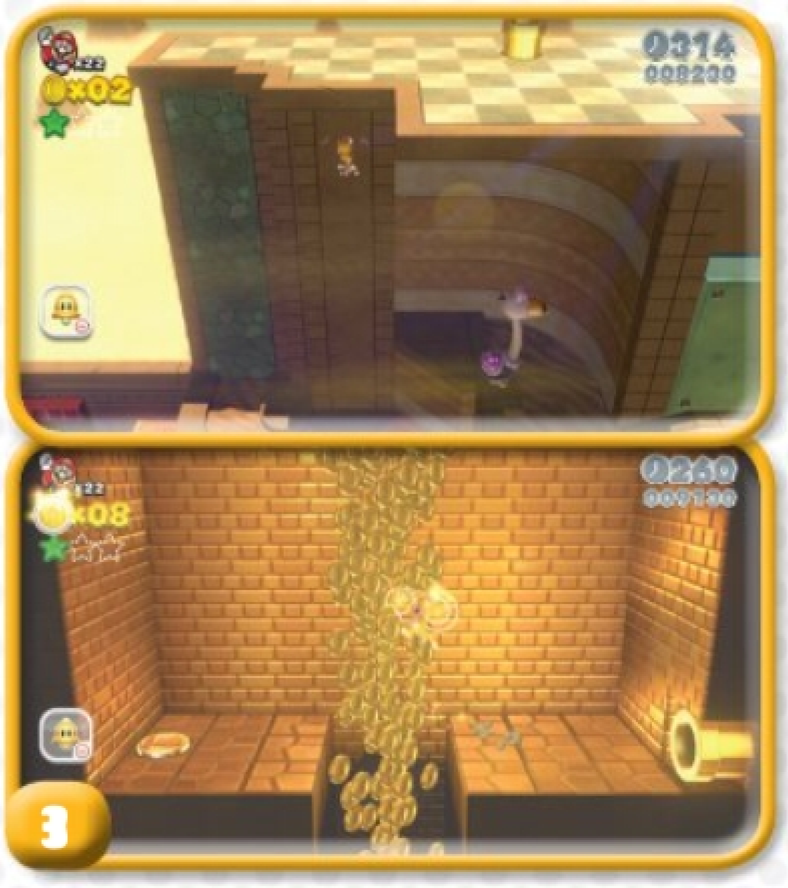
GREEN STAR #1

The first Green Star is to the right of the first Conkdor, on top of a high pillar ledge. You can easily reach this with the Cat Power-Up, and fortunately a ? Block near the ground level provides one if you're big.



2

Don't miss out on the golden pipe atop the structure that's guarded by two Conkdors on the ground path. Inside, hit the gold P Switch to cause a torrent of Coins to rain down into the bottomless pit. Jump back and forth over the pit to collect as many Coins as possible! Luigi and Peach are naturally better at collecting more Coins from this room thanks to their special jumping abilities.



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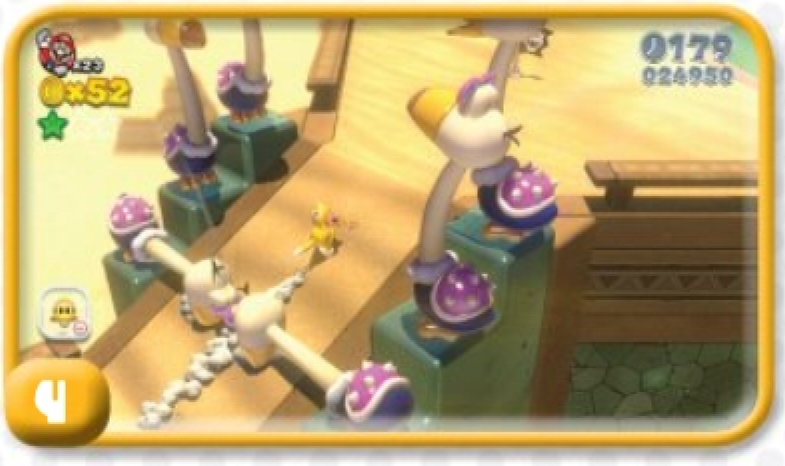
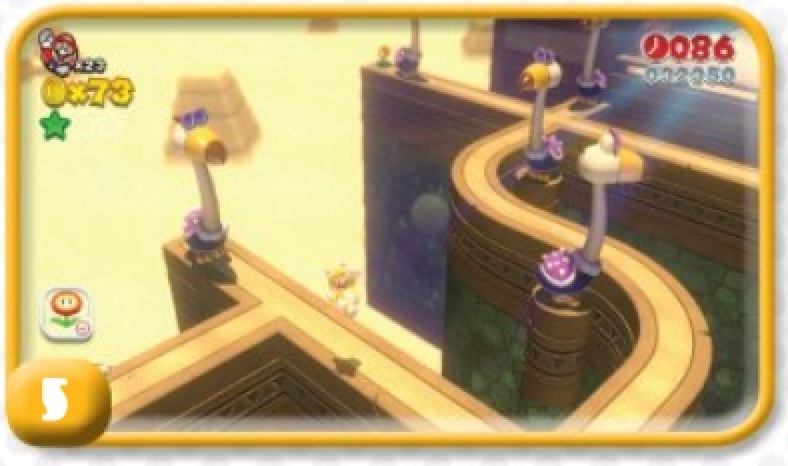


4

Make sure you're dashing at full speed to evade this group of Conkdors while you dash up the ramp. Alternatively, you can try a direct assault with a Cat Power-Up or Fire Flower.

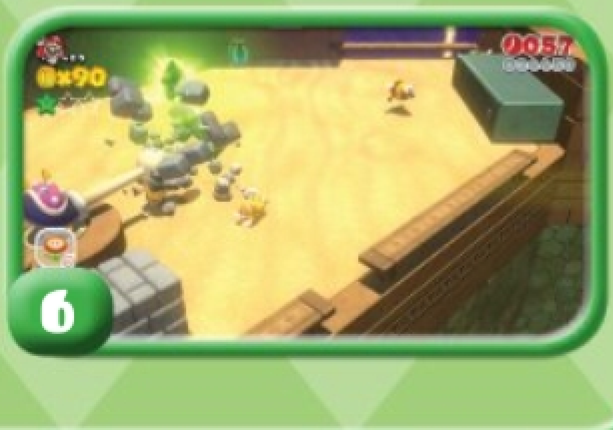
This narrow path is guarded by more Conkdors. Stay calm and concentrate on staying on the path. You can always take out the Conkdors once you've avoided their attacks.



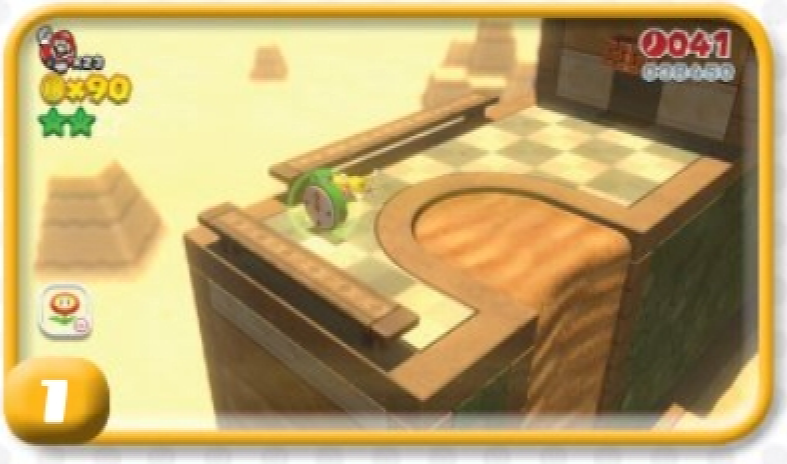
5

GREEN STAR #2

A lone Conkdor is surrounded by four huge blocks that only it can break. The second Green Star is found in one of these blocks.



6

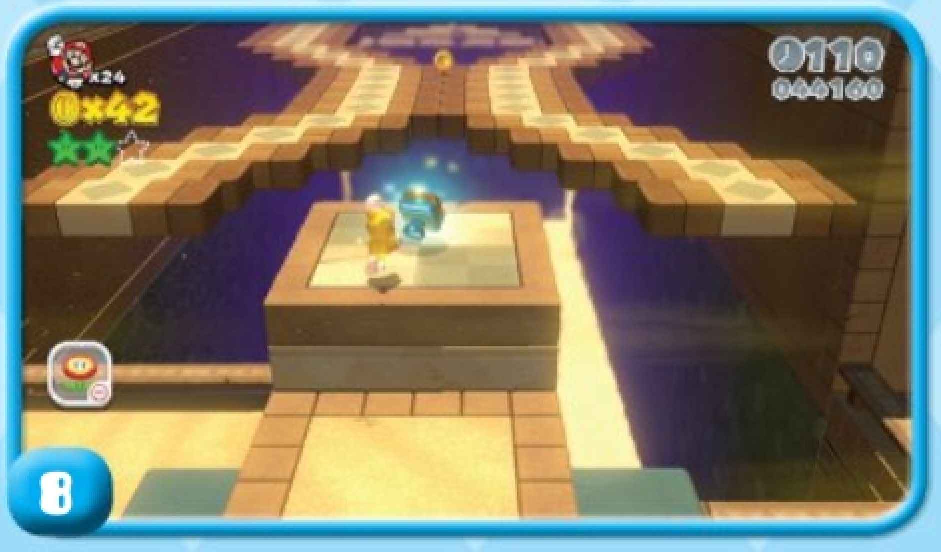


7

Next to the Conkdor that helps you find the second Green Star is a sand-fall pouring down a nearby wall. Try climbing it to find a Green + Clock worth 100 game seconds. One of the nearby blocks is actually a ? Box!

STAMP

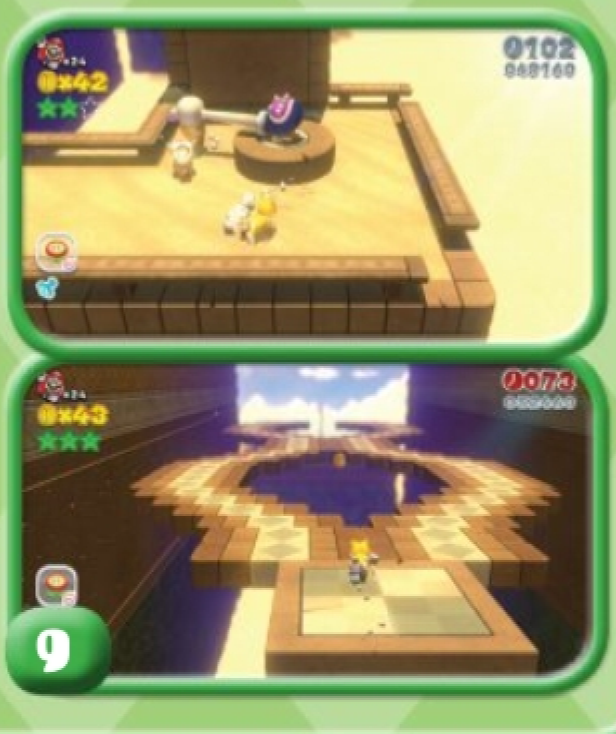
The Stamp can be found at the foot of a bridge made of swiftly moving platforms. It's pretty tough to miss, as you'll have to cross the bridge to escape the level!



8

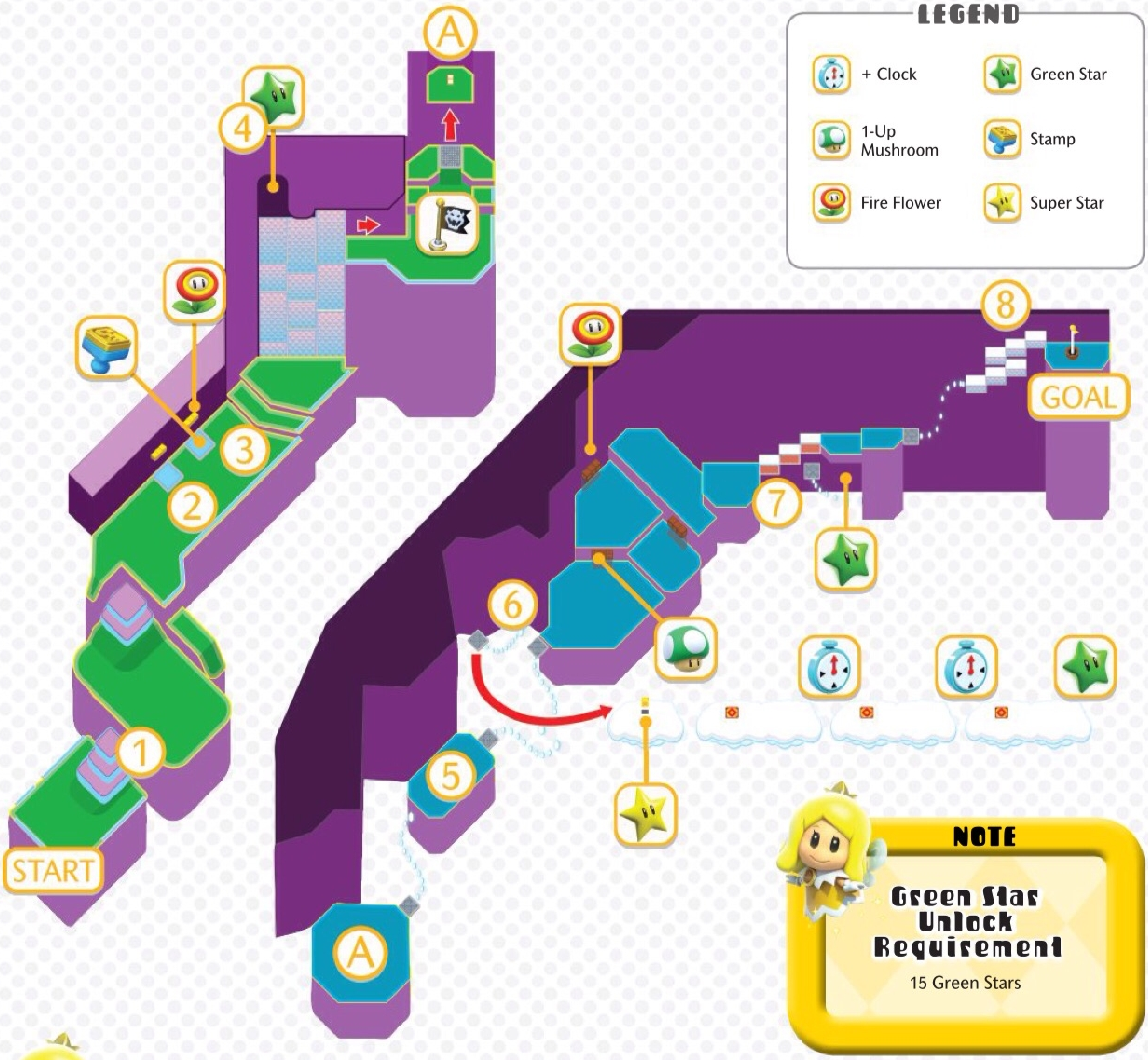
GREEN STAR #3

Don't cross that bridge just yet! Instead, jump into the sand pit to the right of where you found the Stamp. You find Captain Toad locked in a duel with a Conkdor. Save him from the Conkdor, and he rewards you the last Green Star. Now cross the moving bridge to reach the Goal Pole! Levels 2-2 and 2-3 are unlocked.



9

WORLD 2-2:
Puffprod Peaks


LEGEND
+ Clock
Green Star
1-Up Mushroom
Stamp
Fire Flower
Super Star
A
4
3
2
1
START
5
6
7
8
GOAL
A

NOTE

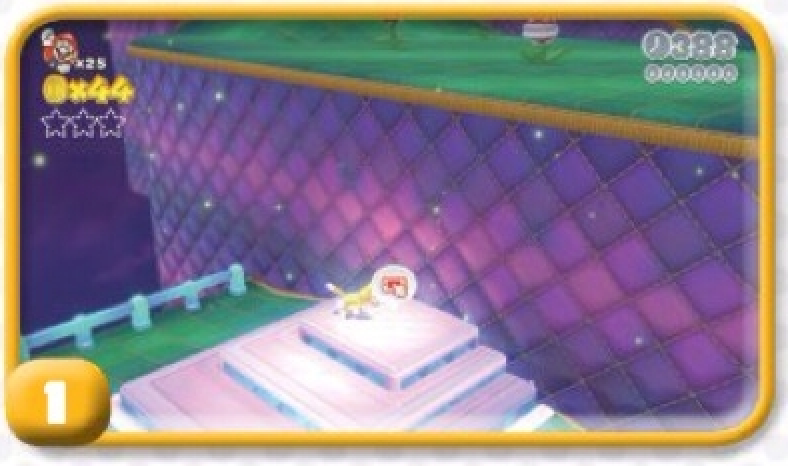
Green Star Unlock Requirement

15 Green Stars

NOTE

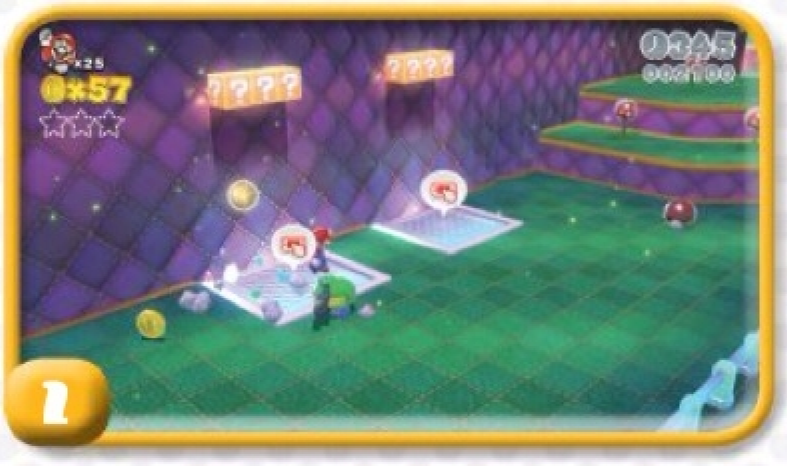
GamePad Required!

This level requires at least one player to be using a GamePad.



1

You start in front of a flattened series of pink platforms. By tapping this platform with the touch screen, you raise the terrain into a series of steps that you can use to climb higher. You'll be using this throughout the level.

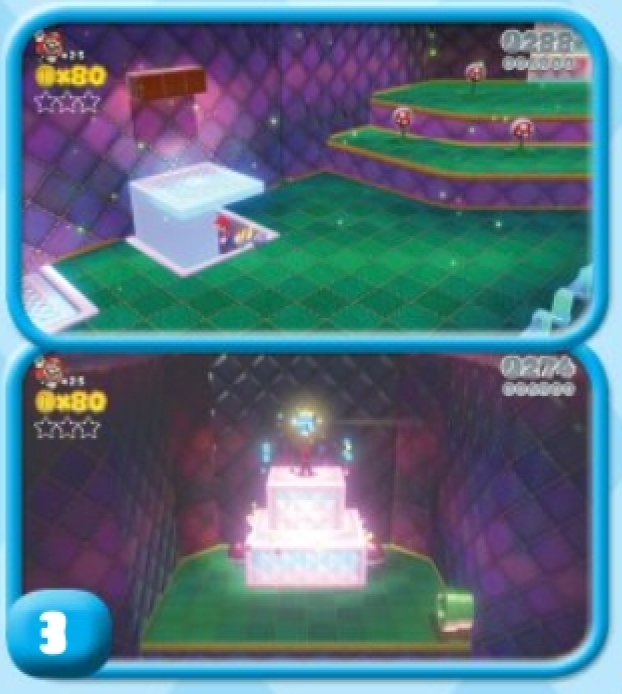


2

A Coin Coffer hides near these two touch screen platforms. Watch out for the Galoombas patrolling nearby, as they are a bit more resilient than their Goomba cousins. The left platform contains a trio of Mini Goombas that attack once it is raised.

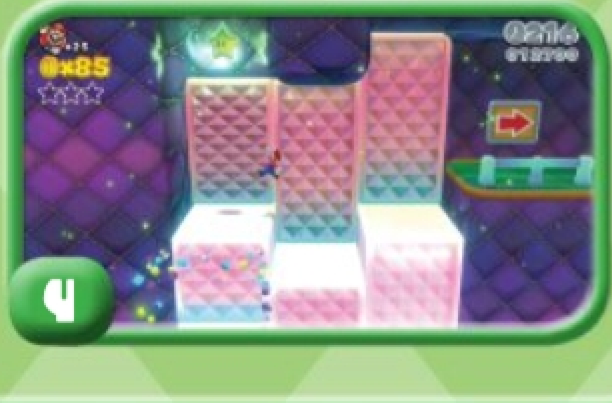
STAMP

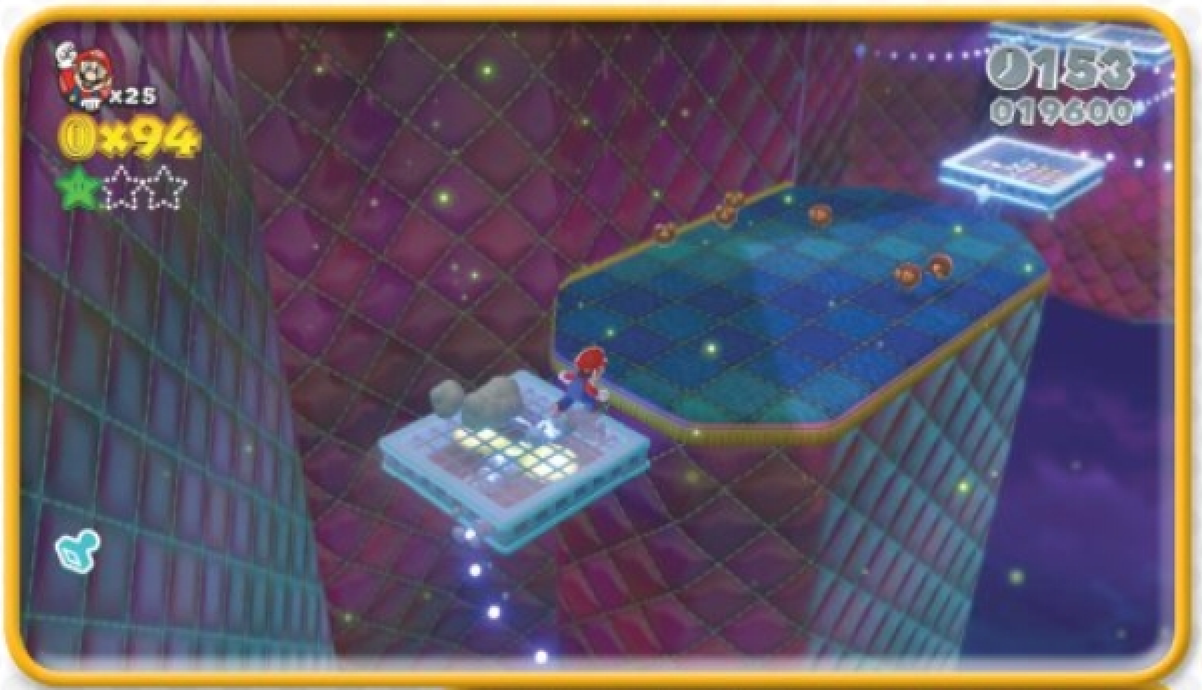
The Stamp can be collected by falling inside the pit beneath one of the two touch screen platforms near the Coin Coffer. You'll be transported to a side room with a set of touch screen platforms underneath the Stamp. Two Galoombas also patrol the area.

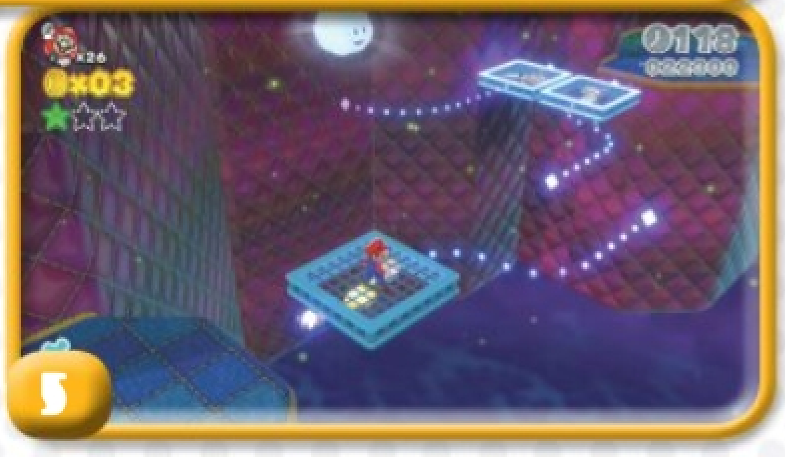


GREEN STAR #1

Getting the first Green Star requires you to manipulate a wall made entirely of touch screen platforms to easily reach it. A Cat Power-Up can help you snag it with less difficulty. Players using Luigi or Peach also find it a bit easier to make the climb up to





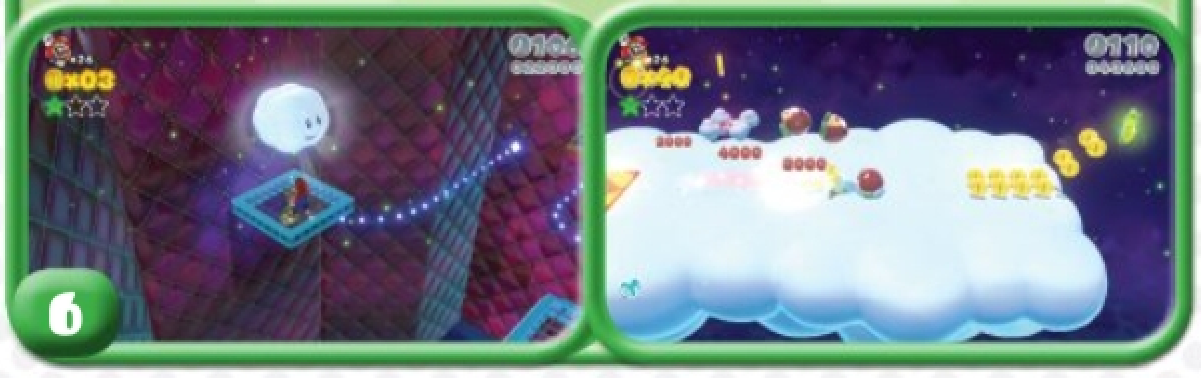


After reaching the Checkpoint Flag and taking a Warp Box, you reach this chasm, which is bridged by platforms that move when you blow into the GamePad microphone.

Mind the Mini Goombas on the safe platform. You can exploit their aggressive charges by doing a short jump as they get close. If you just stand still, they'll practically line up to get stomped.

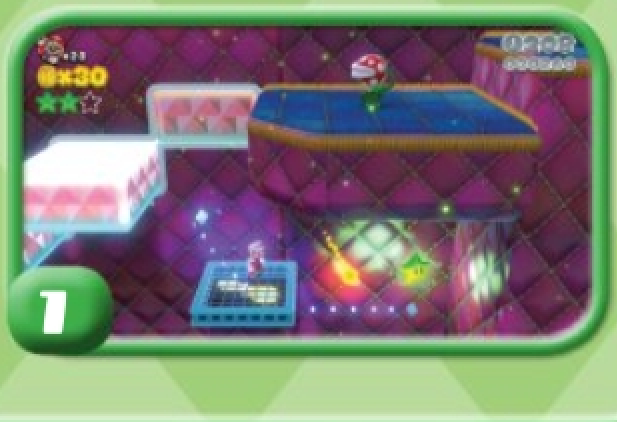
GREEN STAR #2

In the section where you need to cross the chasm with the small platforms, a side route takes you to a Cloud Cannon. This shoots you to a small mini-course populated by Galoombas and Dash Panels, which provides a convenient Super Star for you to run them all down. At the end of the course is the second Green Star.

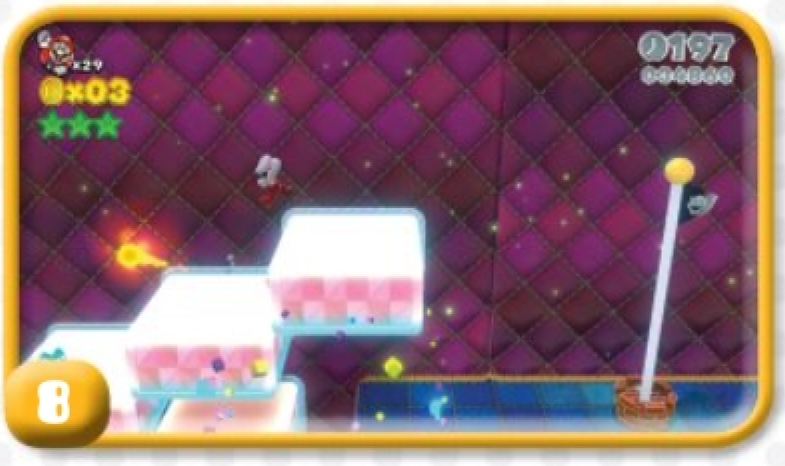


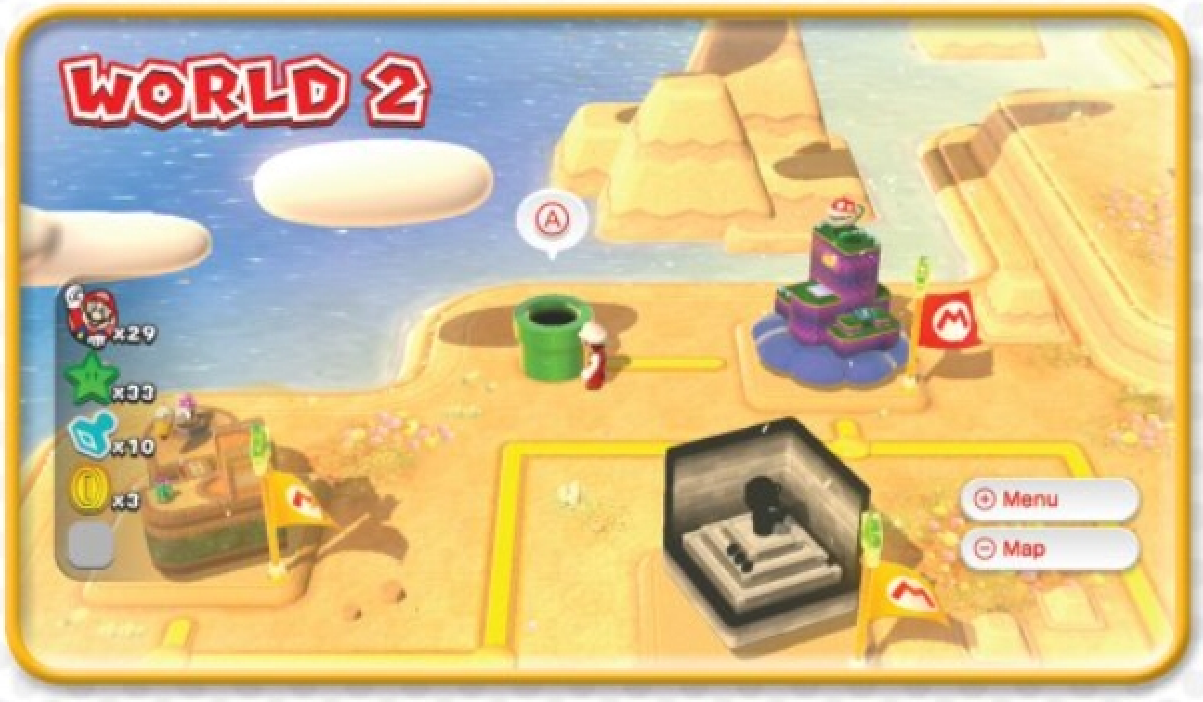
GREEN STAR #3

The last Green Star is easy to pass up if you're rushing. Three touch screen platforms act as a set of stepping stones across a chasm. However, you can blow into the GamePad microphone to cause a moving platform to slide into position under the third touch screen platform. Use that to get to the star.



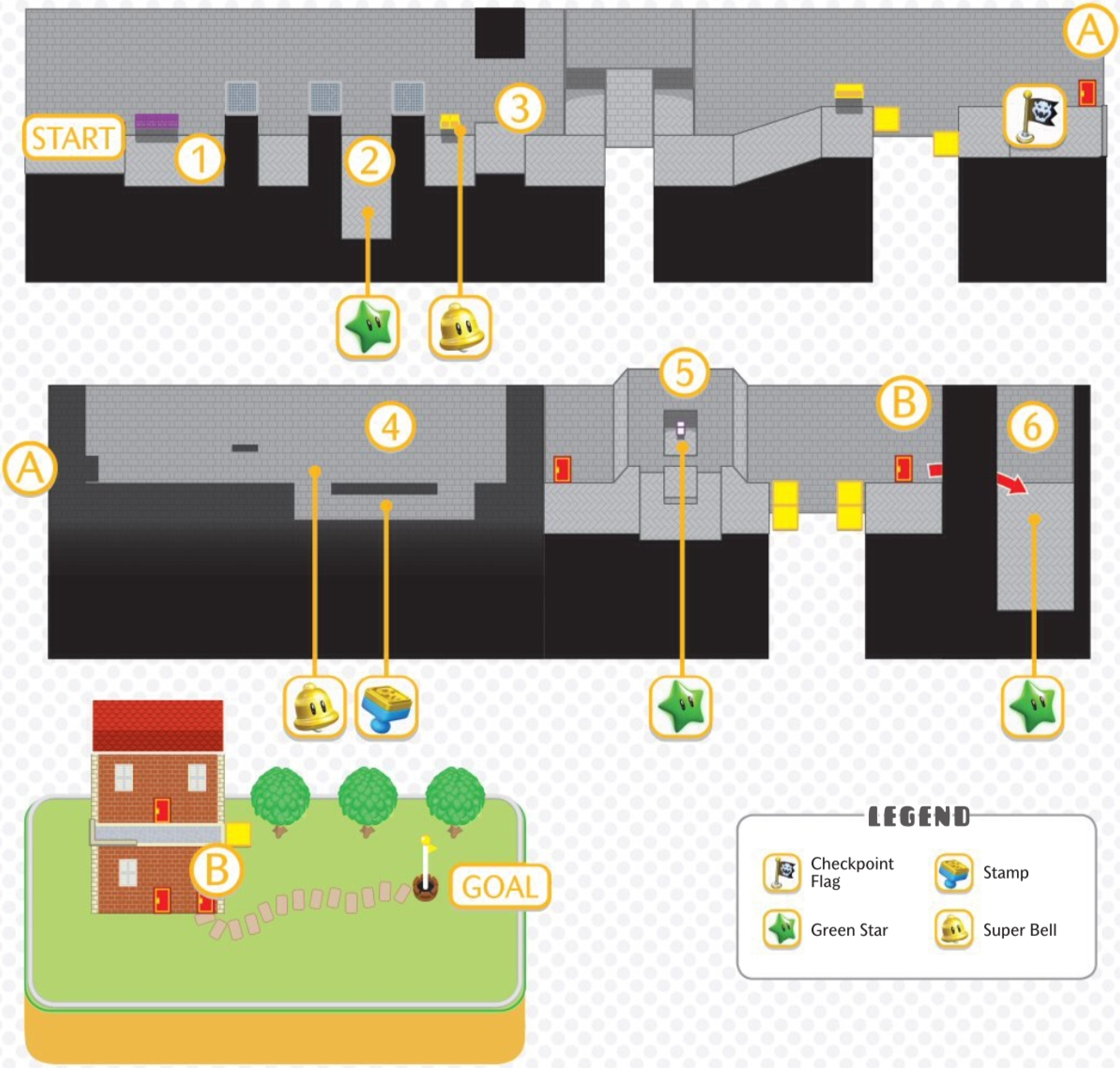
Take this last set of touch screen platform jumps calmly and carefully. Below them is a bottomless pit, and it would be a shame to have to retry the last half of the level when you're so close to the Goal Pole.

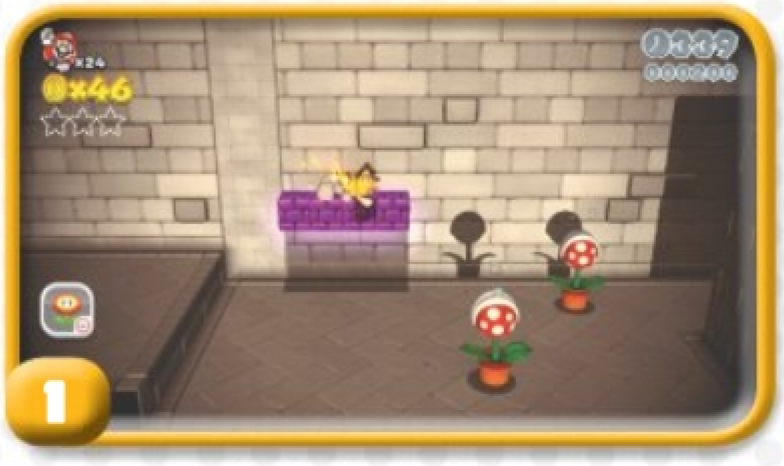




After beating level 2-2, a path to a pipe opens up on the World Map. You can enter it to find a hidden Toad House.

WORLD 2-3:
Shadow-Play Alley

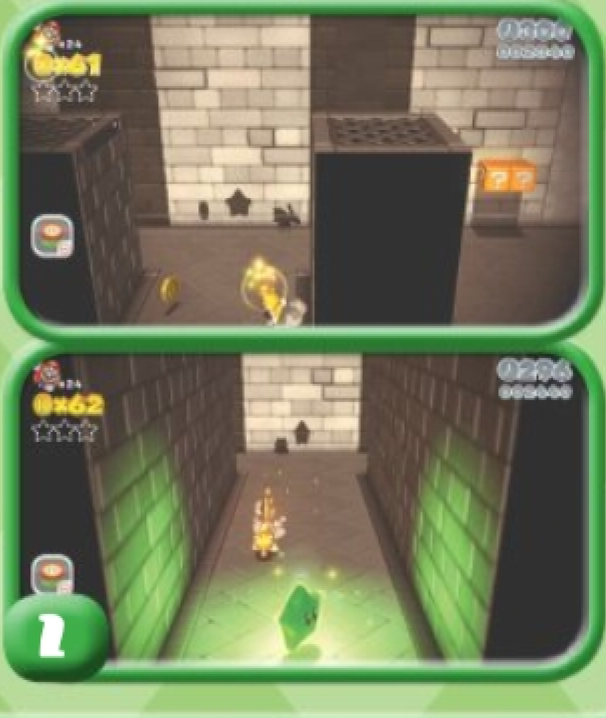

START
1
2
3
A
A
4
5
B
6
B
GOAL
LEGEND
Checkpoint Flag
Stamp
Green Star
Super Bell

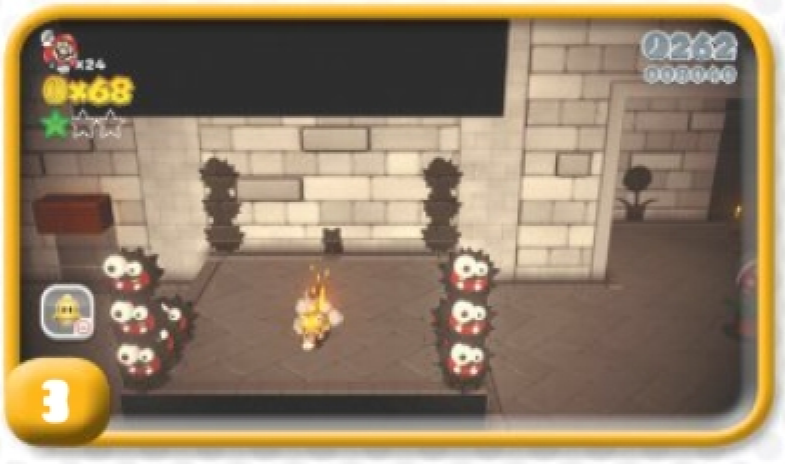


Shortly after starting this level, you come across Piranha Plants sleeping inside pots. If you sneak up on them, you can actually pick them up with the Y Button so long as they aren't awake. You don't have to do this, but these Piranha Plants eat just about anything in their way, which makes taking on enemies a lot easier if you hold them in front of you.

GREEN STAR #1

The first Green Star appears as a silhouette on the wall. If you run toward the camera at that point, you'll run down a hidden side corridor that is hiding the star.

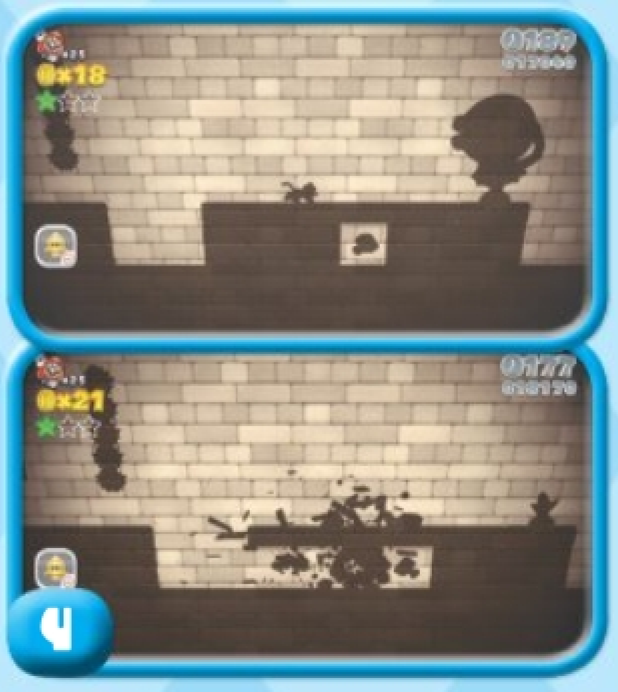




Fuzzies are invulnerable to anything short of a Super Star (which you do not have at this point) or a Piranha Plant, which will gobble 'em up.

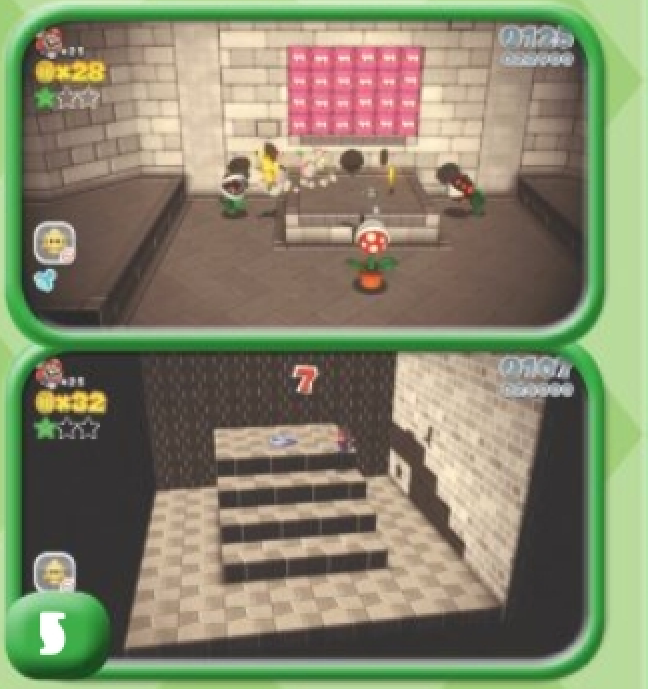
STAMP

You can get the Stamp after you take a door that changes your perspective on the level, with your chosen hero's shadow being cast on the wall while you move through the area. You'll see it under a platform with a Mega Piranha Plant standing guard. You can actually drop into the pits next to the Stamp and destroy the walls blocking you from the item.



GREEN STAR #2

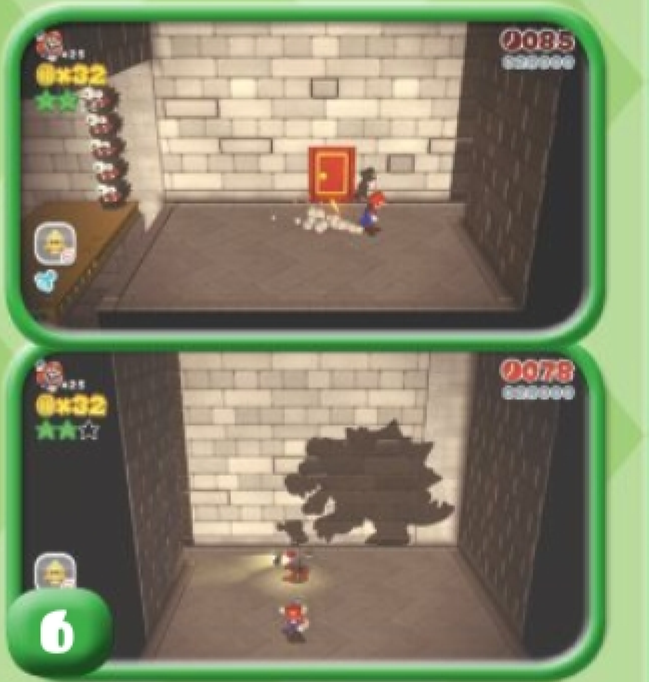
The second Green Star is through a Mystery Box just behind a wall made entirely of Blurkers. You can use the nearby potted Piranha Plant to eat your way through this barrier, or you can just blow into the GamePad microphone to disrupt the whole barrier at once and reach the Mystery Box.



Once in the bonus room, hit the P Switch to reveal the Green Star's location. You'll see the light in the room shift to reveal its location.

GREEN STAR #3

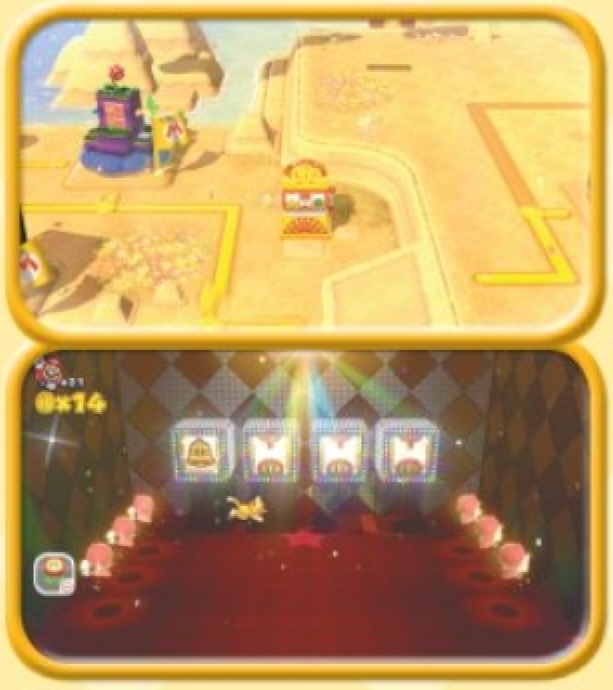
After crossing a chasm guarded by more Fuzzies, you see a red door that will take you to the Goal Pole. Ignore this for now! Run down the corridor to the right to see the shadow of Bowser terrifying the helpless Captain Toad. If you run to the foreground and kick over the Bowser Board causing the shadow to appear, Captain Toad rewards you with the third Green Star. Now you can go through the red door and finish this level off! Beating 2-3 grants you access to 2-4 and the first Mystery House of the game.



NOTE

1-Up Roulette!

From World 2 on, completing a number of levels in a row will cause a Lucky House to appear on the World Map. Enter this place and try to make the four Roulette Blocks match up. If you match four symbols in a row, you'll receive a substantial Coin reward. All it takes is good timing!

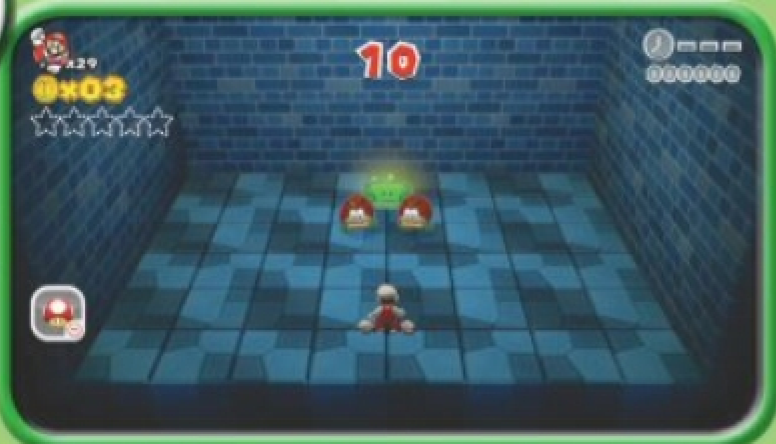


WORLD 2:
Mystery House Melee

×29
×03
000000

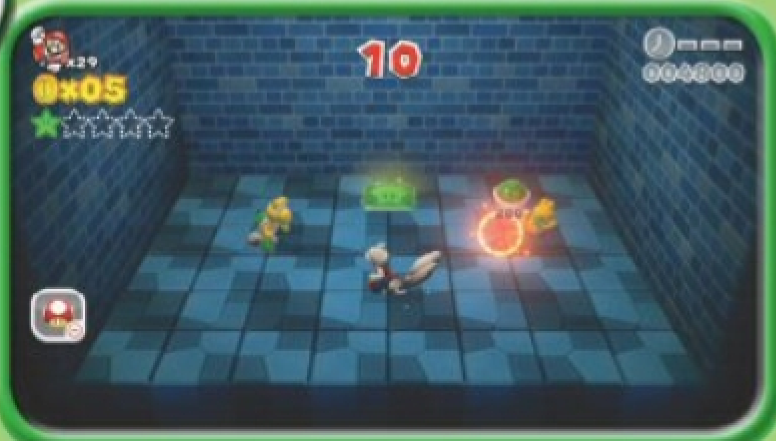
Mystery Houses are formatted differently from other levels. You're thrown at a gauntlet of short, 10-second challenges that you must complete to earn a Green Star. This first Mystery House presents five challenge rooms that are fairly simple, but later Mystery Houses will ramp up the difficulty and number of challenge rooms. The challenges keep going until you pass them all, or you fail and are forced to start from the beginning. You have as many tries as you want, and failing a room doesn't cost you a life (unless what you did to fail was something that did cost you a life). Note that even after a Green Star appears in these rooms, the timer will keep counting down. Don't give up even if the timer reads zero—you can still get the Green Star and pass the challenge so long as the game hasn't booted you back to the start!

GREEN STAR #1



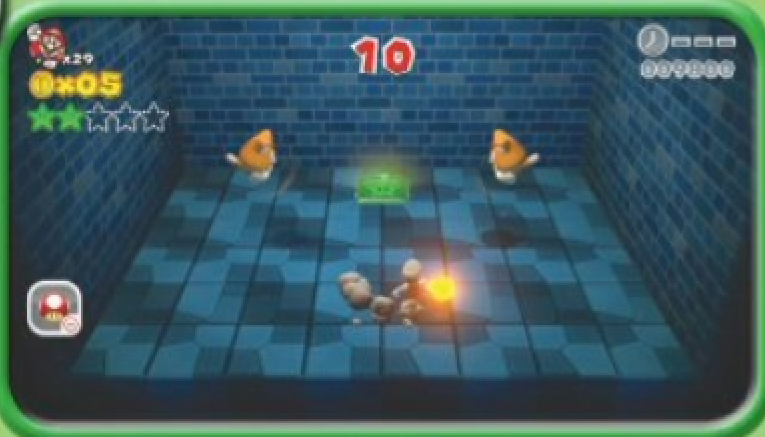
Two Galoombas rush you in this room, but they're easy pickings! Take them out and grab the Green Star.

GREEN STAR #2



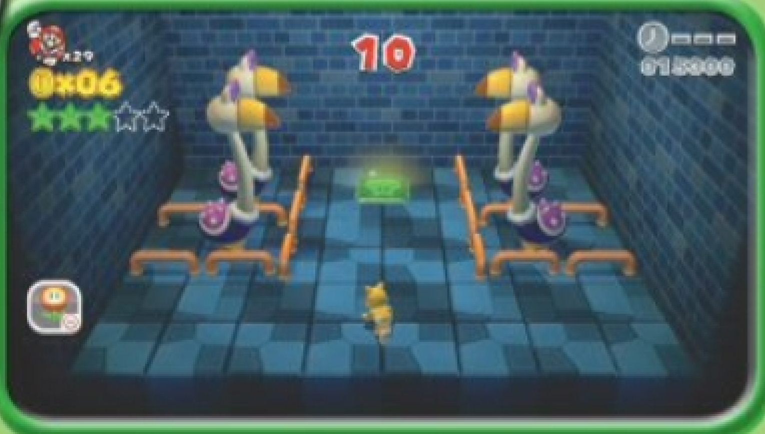
The next room throws two Koopa Troopas your way. Knock them aside and collect your prize.

GREEN STAR #3



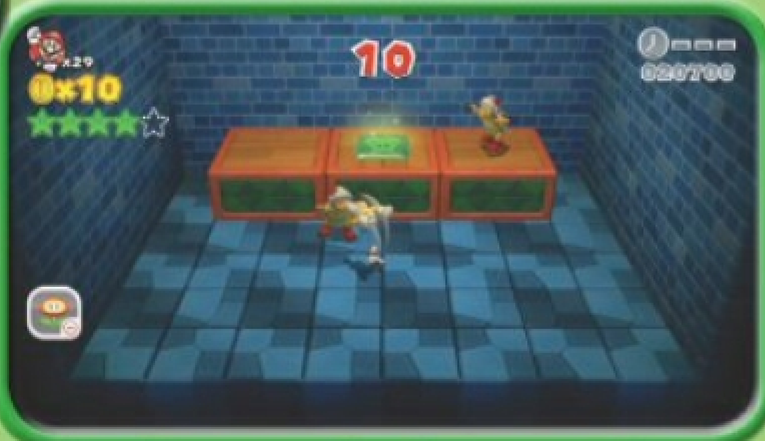
Now it's two Cat Goombas. Don't be too overconfident and get blindsided by their diving attacks! You might be able to snag a Super Bell from one of them.

GREEN STAR #4



The four Conkdors in this room are fenced off, which means you'll have to jump to score hits with fireballs, if you have that Power-Up. If you're stuck without special abilities, you'll have to bait them into attacking so that you can jump on their heads.

GREEN STAR #5

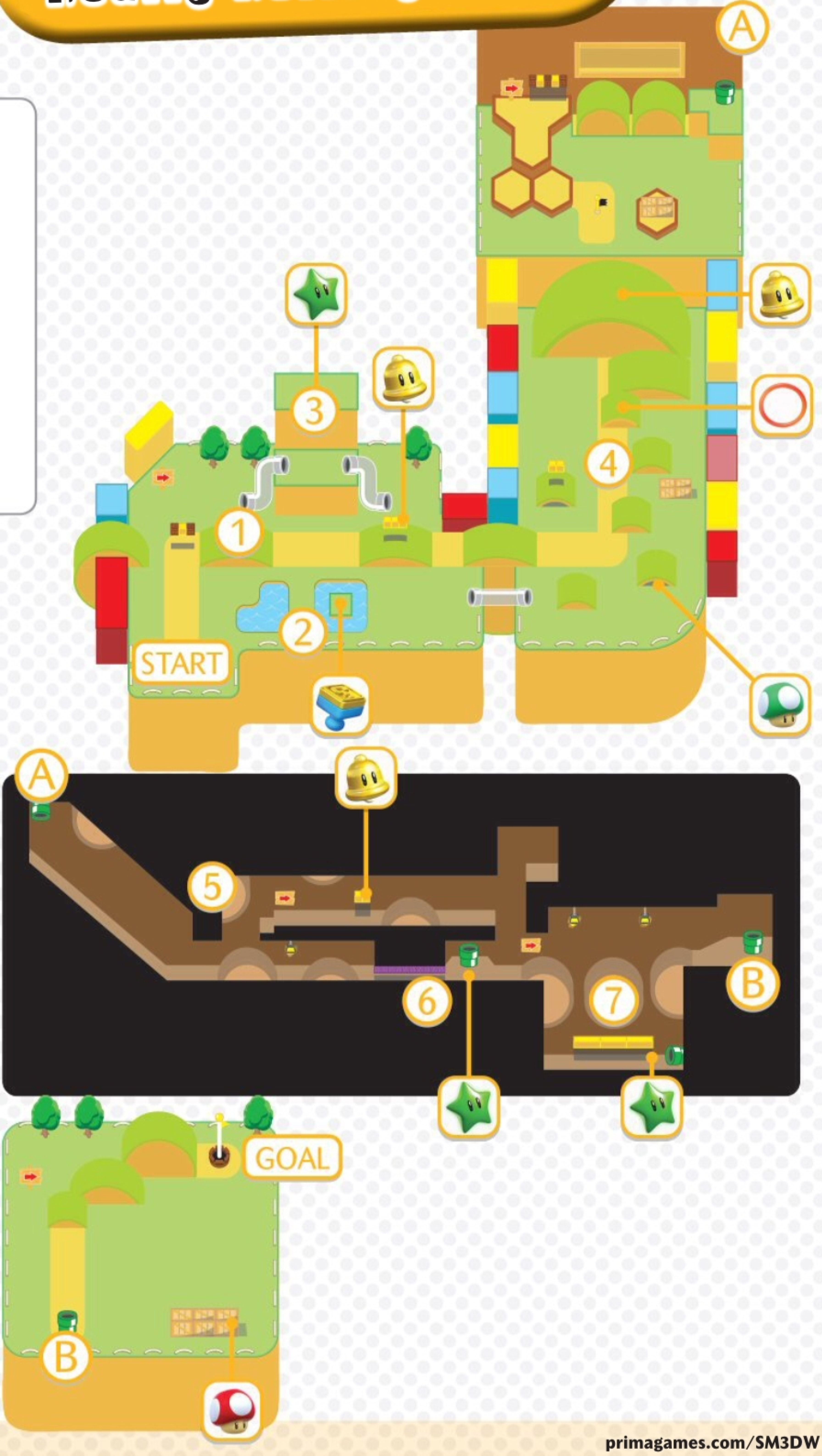


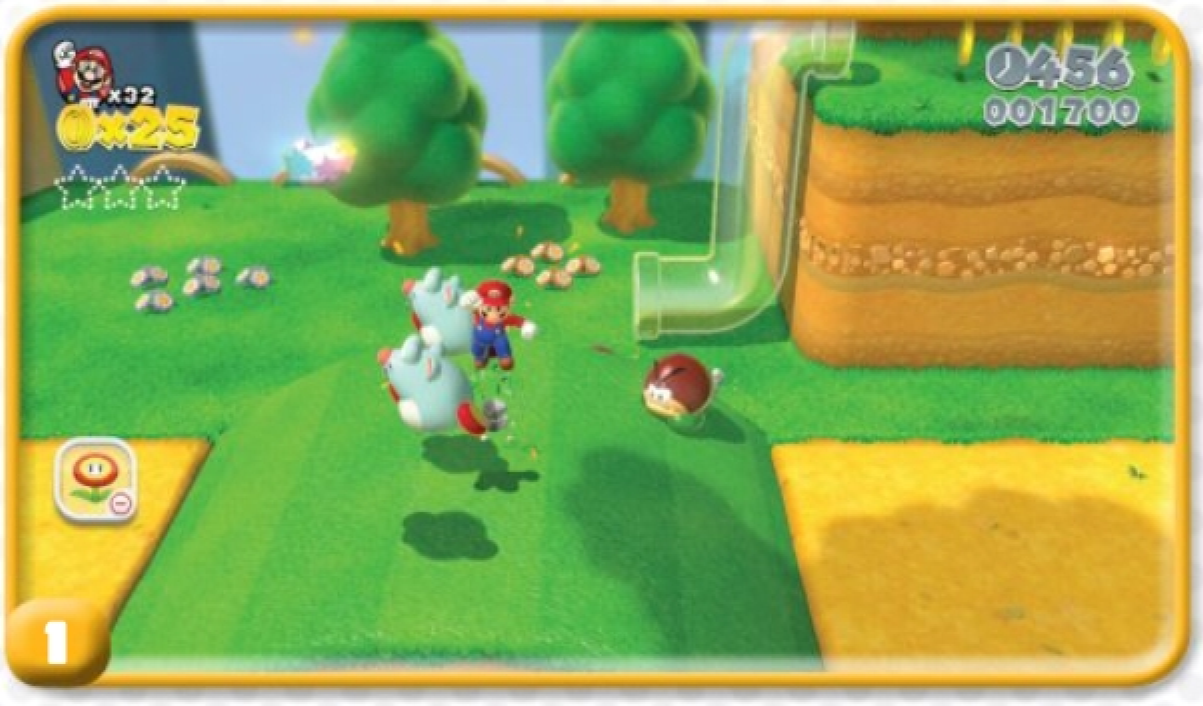
You haven't met the Fire Bros. before now, but rest assured, they mean business. With a Cat Power-Up you can rush them down before they become a problem, and a Fire Flower helps you beat them at their own game. If you're stuck with using jumps alone, watch your timing so that you don't land on a fireball just as the Fire Bros. start throwing one. This is the last room of this Mystery House!

WORLD 2-4:
Really Rolling Hills

LEGEND

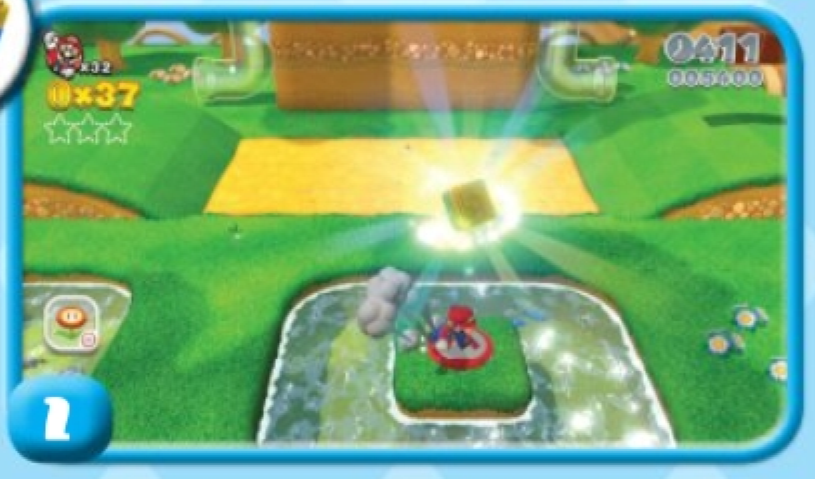
- 1-Up Mushroom
- Green Star
- Red Ring
- Stamp
- Super Bell
- Super Mushroom


A
1
2
3
4
START
A
5
6
7
B
B
GOAL



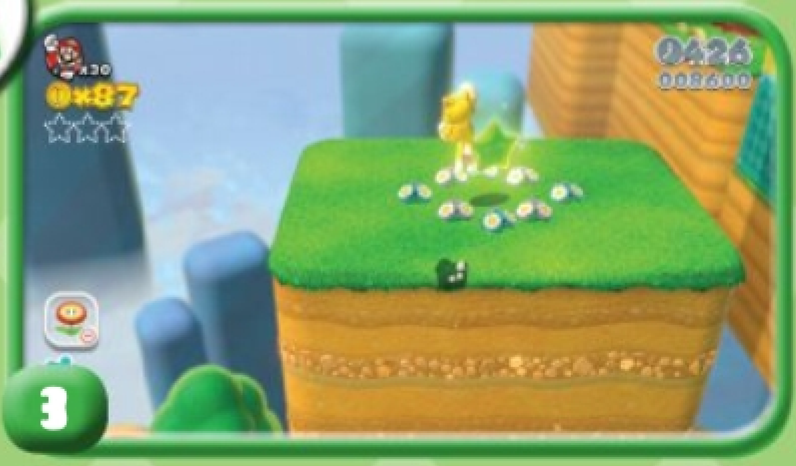
Really Rolling Hills gets its name from having hills that are actually rolling in place throughout the level. Often enemies are on or near them, such as Galoombas or Skipsqueaks.

STAMP

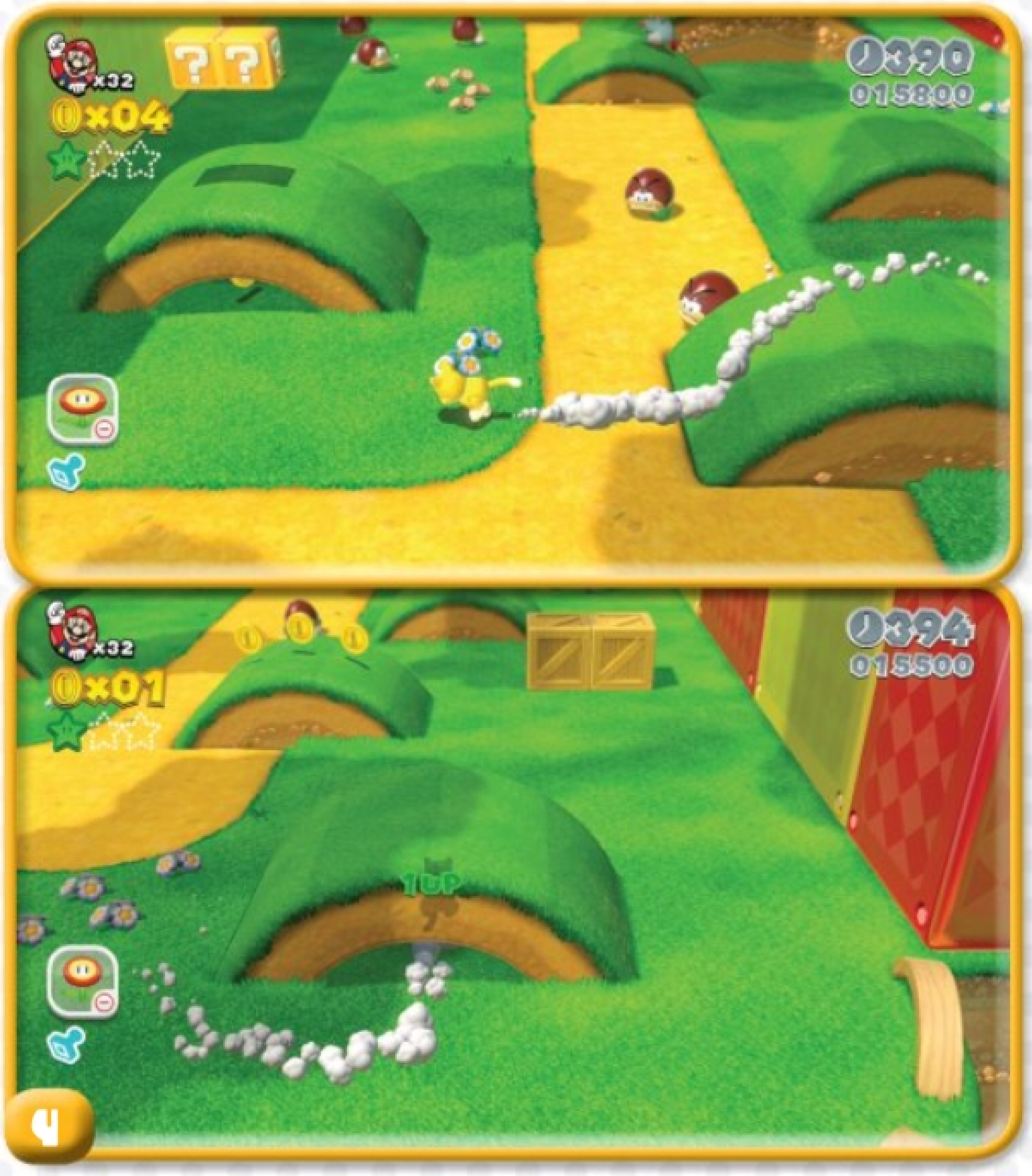


Fairly close to the start point for this level is a Character Switch surrounded by a small pool of water. You must be Mario to hit this switch, and doing so grants you the Stamp for the level. Not a bad way to start things off!

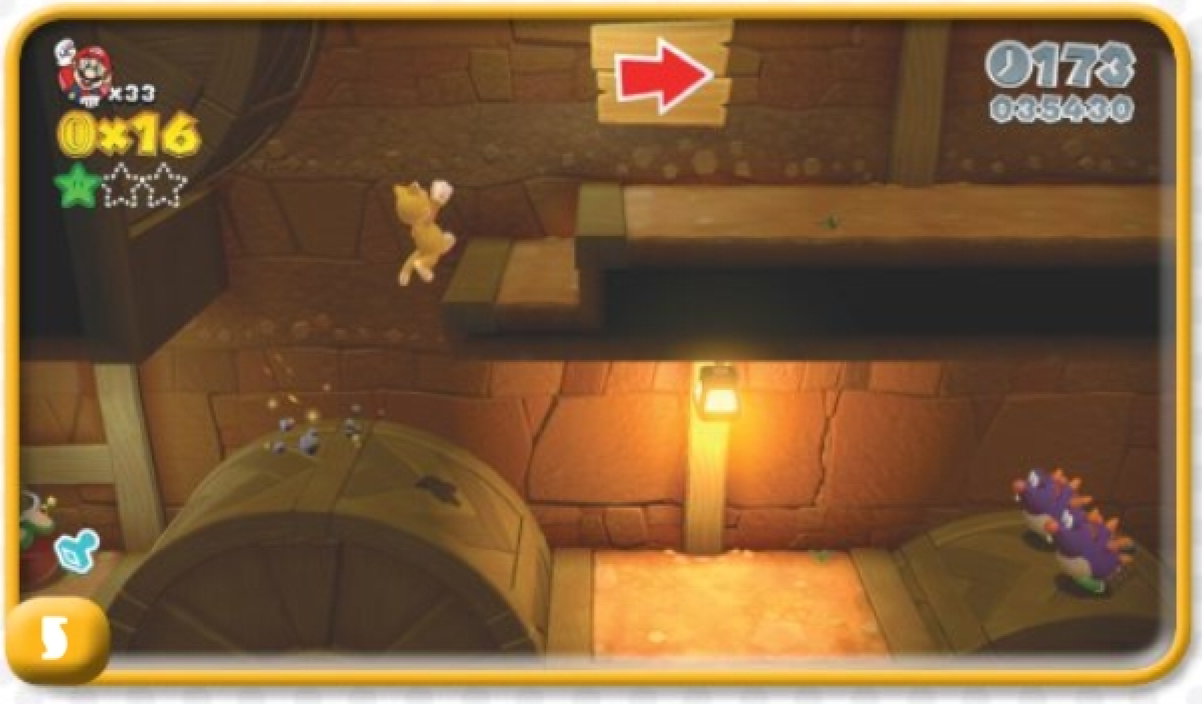
GREEN STAR #1



North of the Character Switch is a hill. You need the Cat Power-Up to reach the top. The first Green Star is located there. If you're big, you can find a Super Bell in an ? Block atop one of the rolling hills close by.

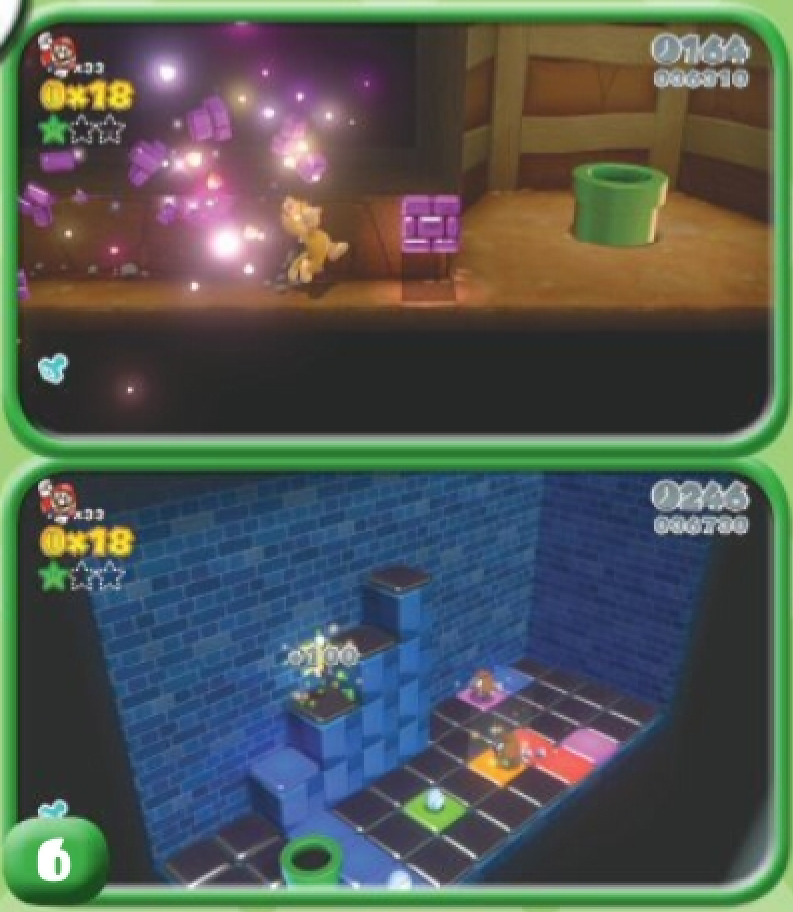


This field is filled with Coins, Galoombas, and rolling hills. You can find tons of Coins hidden on the walls on the sides of the field, and under one of the rolling hills you can even find a 1-Up Mushroom. Don't dally too long, even with the long time limit for this level. You want to hit the catacombs later in the level with enough time to make sure you can collect the last two Green Stars.



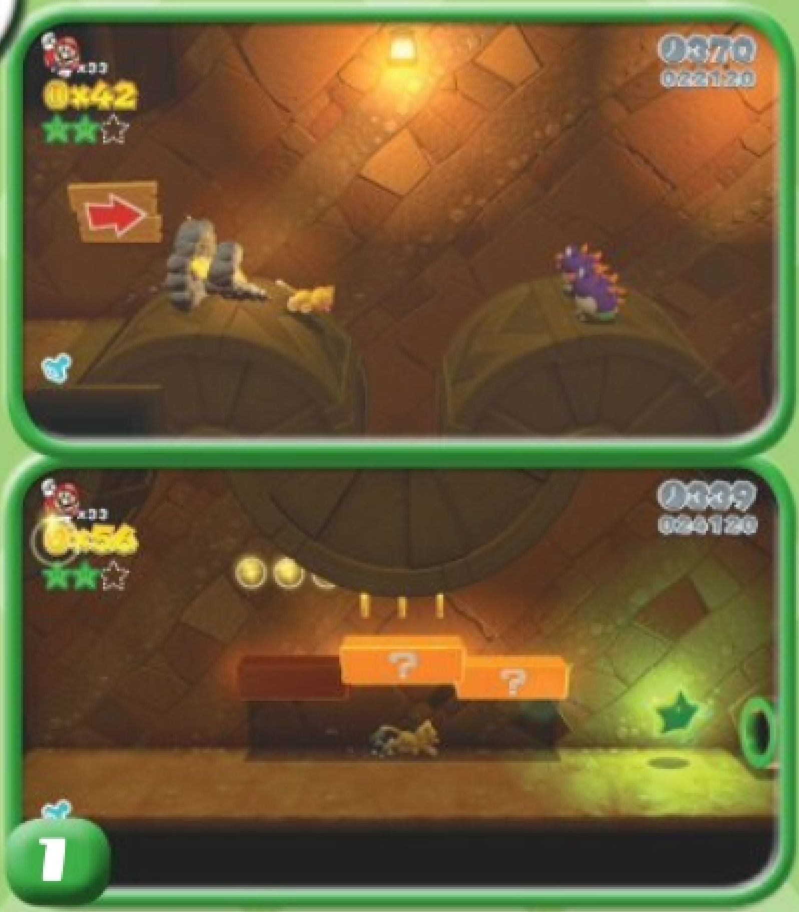
The catacombs you enter shortly after the Checkpoint Flag are split into multiple levels, which means you'll have to work fast to reach the last two Green Stars. The Cat Power-Up is very useful, so try to have one equipped!

GREEN STAR #2


6

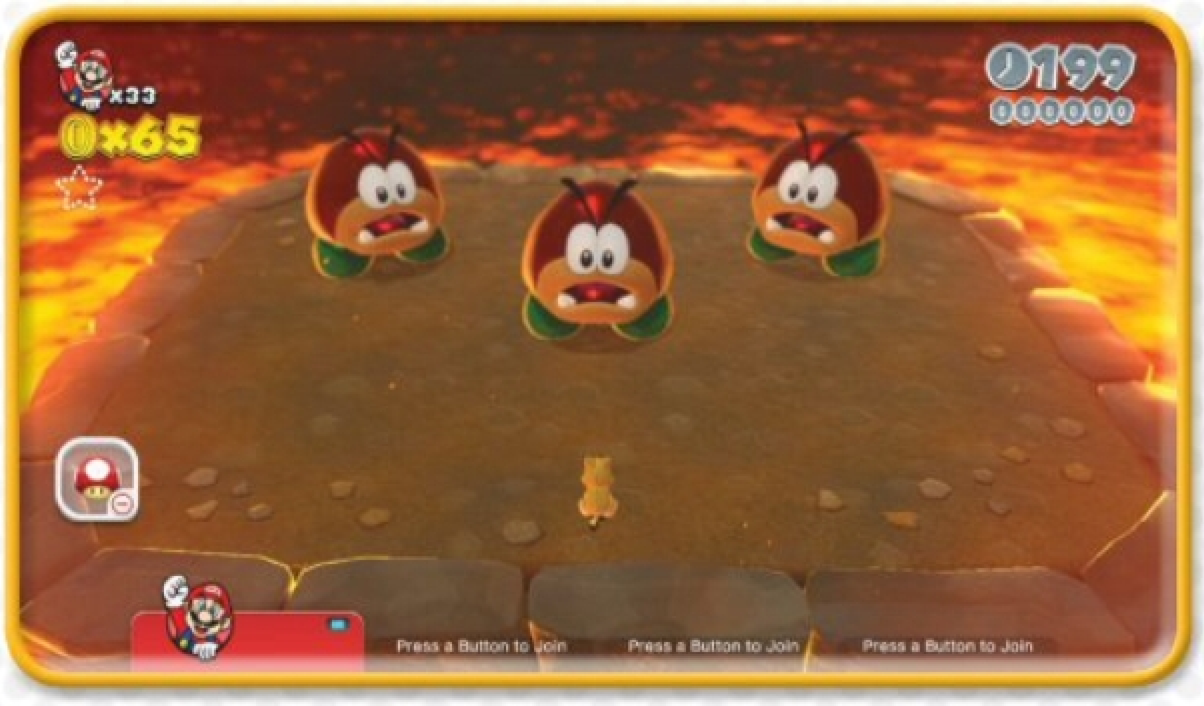
If you take the lower route in the catacombs, watch yourself while getting around the Spiny Skipsqueaks, then crawl under the Crystal Blocks (or smash your way through them) to reach a pipe that takes you to a bonus room. Your goal there is to light up all of the floor panels either by walking or jumping on them, or by kicking one of the baseballs on the floor around. Luckily there's no time limit. Do this, and get your second Green Star!

GREEN STAR #3


7

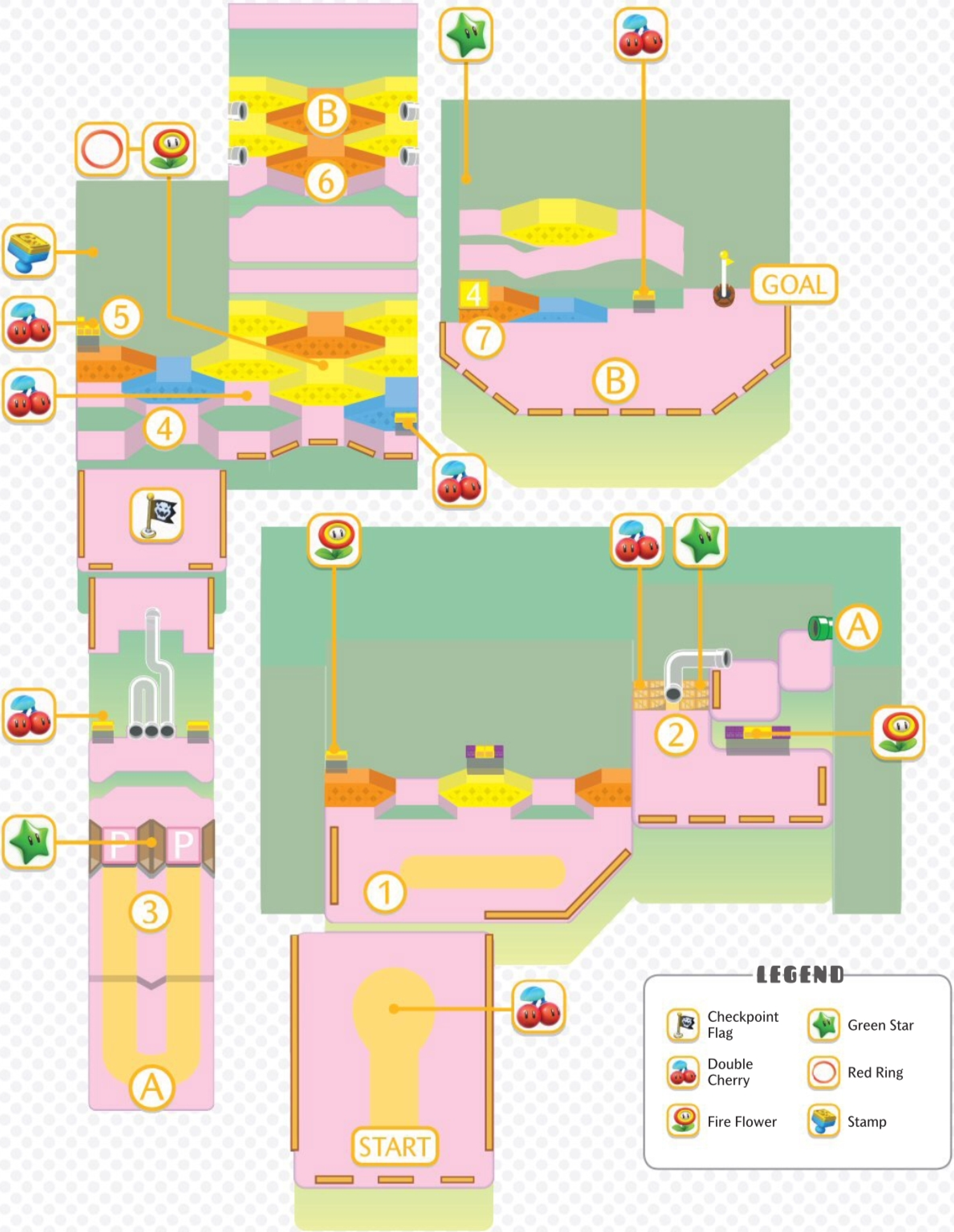
The last Green Star is in a deceptive location. As you proceed through the catacombs, you encounter a trio of rolling hills that are placed over what appears to be a bottomless pit guarded by a pair of Spiny Skipsqueaks. Drop down below these rollers. At the bottom of this pit is several ? Blocks and the last Green Star. Take the pipe to escape the pit, and you arrive next to the catacombs exit. The Goal Pole is close by! Clearing 2-4 unlocks 2-A.

WORLD 2-A:
Big Galoomba Blockade



Three Big Galoombas attack you on a platform surrounded by lava. It takes two stomps to beat them, but they can recover from the first stomp fairly quickly. If you are using Peach, it is possible to score extra lives by using her float ability to bounce off all three Big Galoombas in succession, giving them all a chance to constantly recover. So long as you don't hit them while they are stunned, they'll keep coming back. This isn't the fastest way to score extra lives though! Finish off the enemies, then grab the Green Star to complete the level and unlock 2-5.

WORLD 2-5:
Double Cherry Pass


B
6
5
4
GOAL
4
7
B
2
A
1
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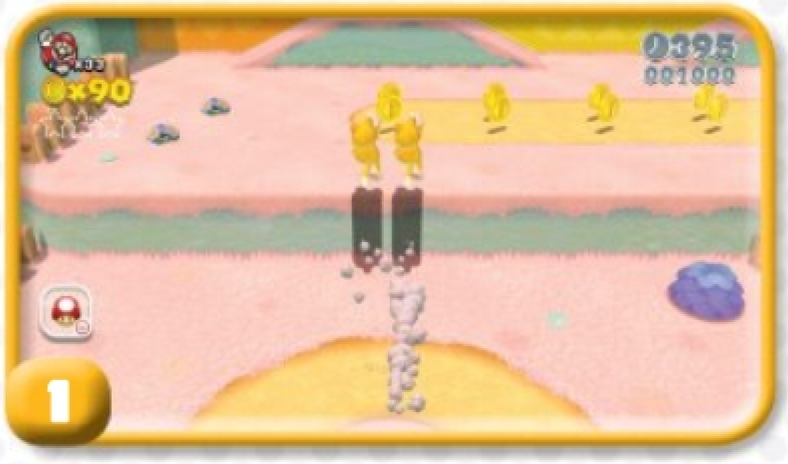
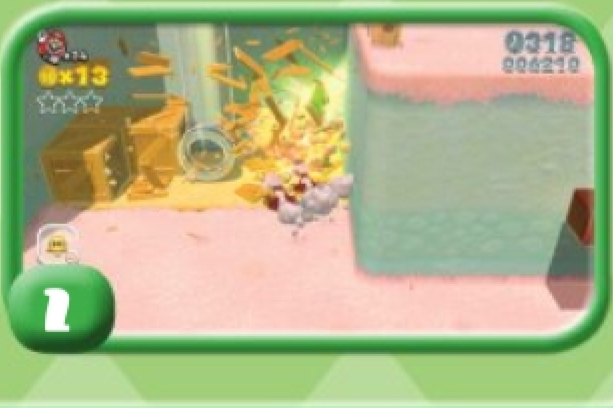
P
P
A
START
LEGEND
Checkpoint Flag
Green Star
Double Cherry
Red Ring
Fire Flower
Stamp



The Double Cherry Power-Up is in front of where you start. This creates a clone of your chosen character, and you can have up to five clones running around. Some items and puzzles require that you keep a number of clones present, so try to keep your growing army under control and close together whenever possible. Typically they will stay synced up, but it is possible to separate them.

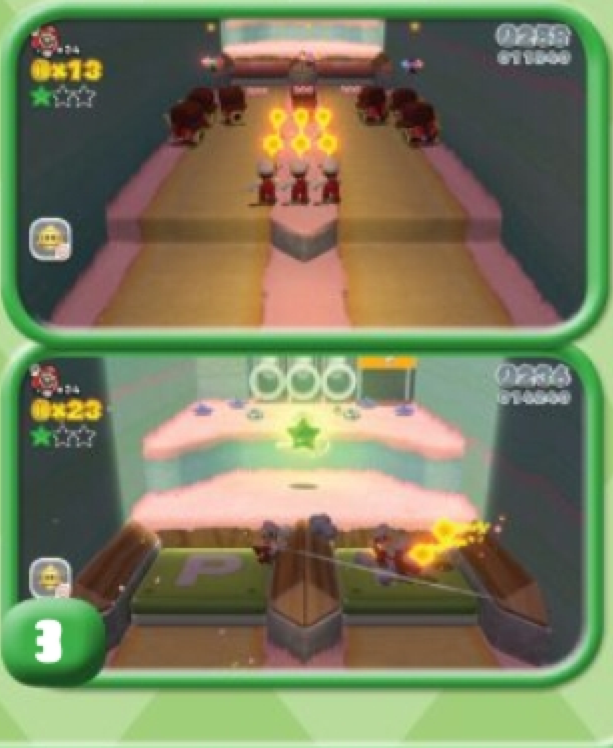
GREEN STAR #1

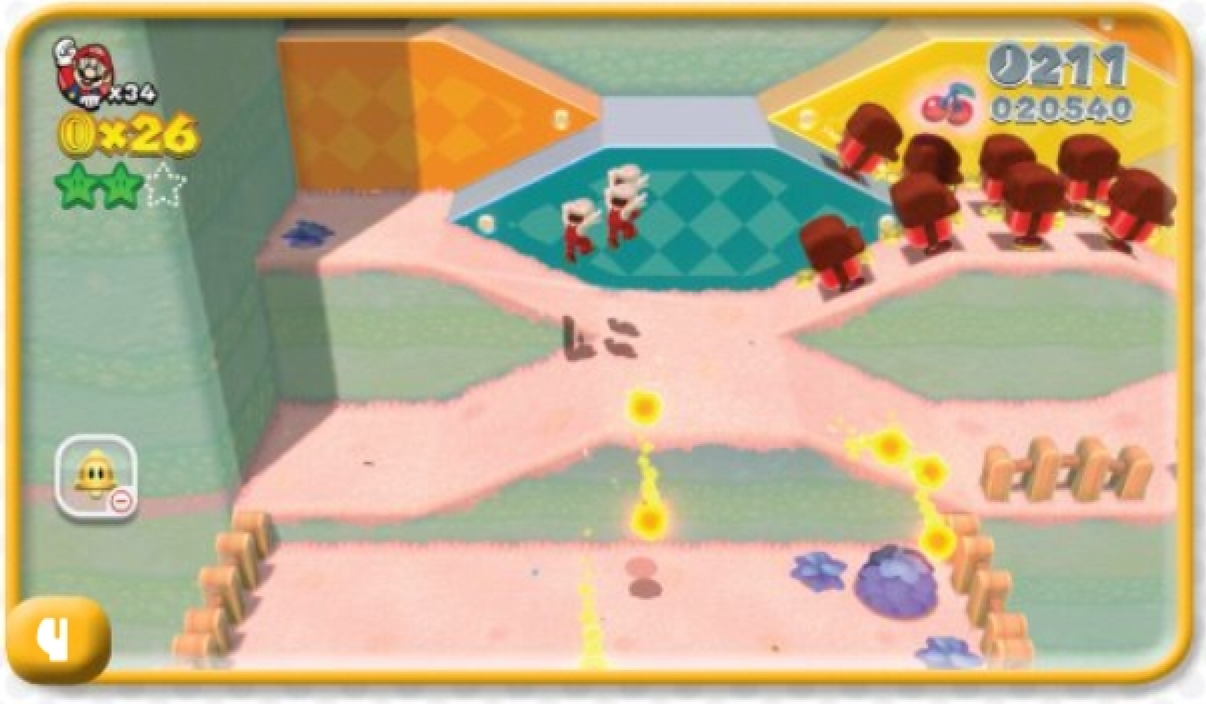
The first Green Star is inside one of the crates to the right of a Clear Pipe leading up to a higher ledge. The other set of crates contains a Double Cherry, so nab it. With three characters running around, the havoc you can cause with a Fire Flower is impressive!



GREEN STAR #2

Shortly after the first Green Star, you'll find a pipe that takes you to a corridor guarded by a squad of Blocksteppers. Wipe them out, preferably from afar with fireballs, then use your Double Cherry clones to hit both Panels. This causes a Green Star to appear.

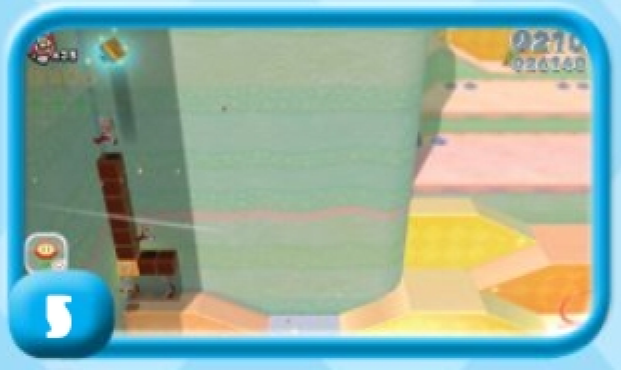


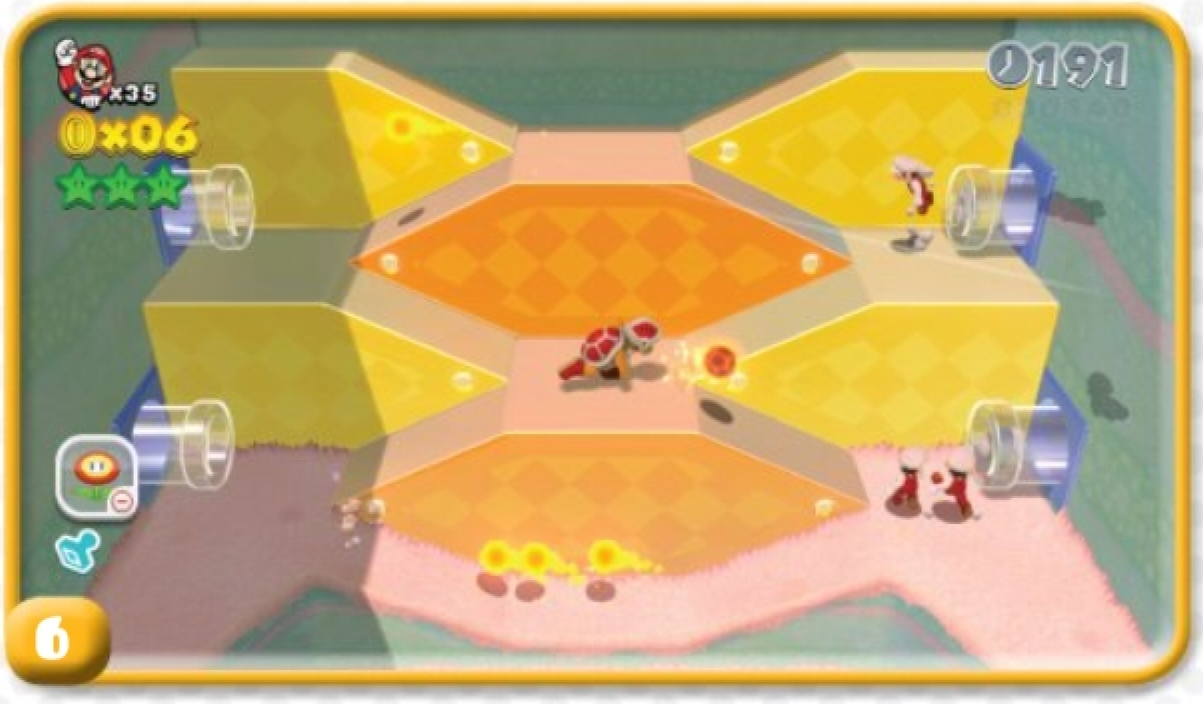


Watch yourself on the narrow paths here. Blocksteppers take up whole paths and when one goes down, they all go crazy and become hard to predict.

STAMP

Reaching the Stamp here is pretty simple. Stand on the ? Block directly underneath the Stamp, and use the ground pound. This will create a small tower of blocks that puts you within easy reach of the Stamp.

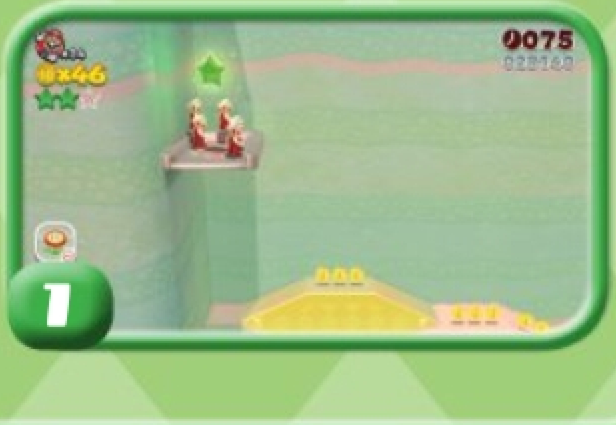




A lone Fire Bro guards the last part of the climb. He'll try to use his jumping ability to stay away from you while throwing fireballs. You can surprise him by throwing your own fireballs into one of the Clear Pipes on the side of the mountain, which send your blasts up to the paths that the Fire Bro. might be standing on. Defeating him will cause a pipe to appear that leads to the final area.

GREEN STAR #3

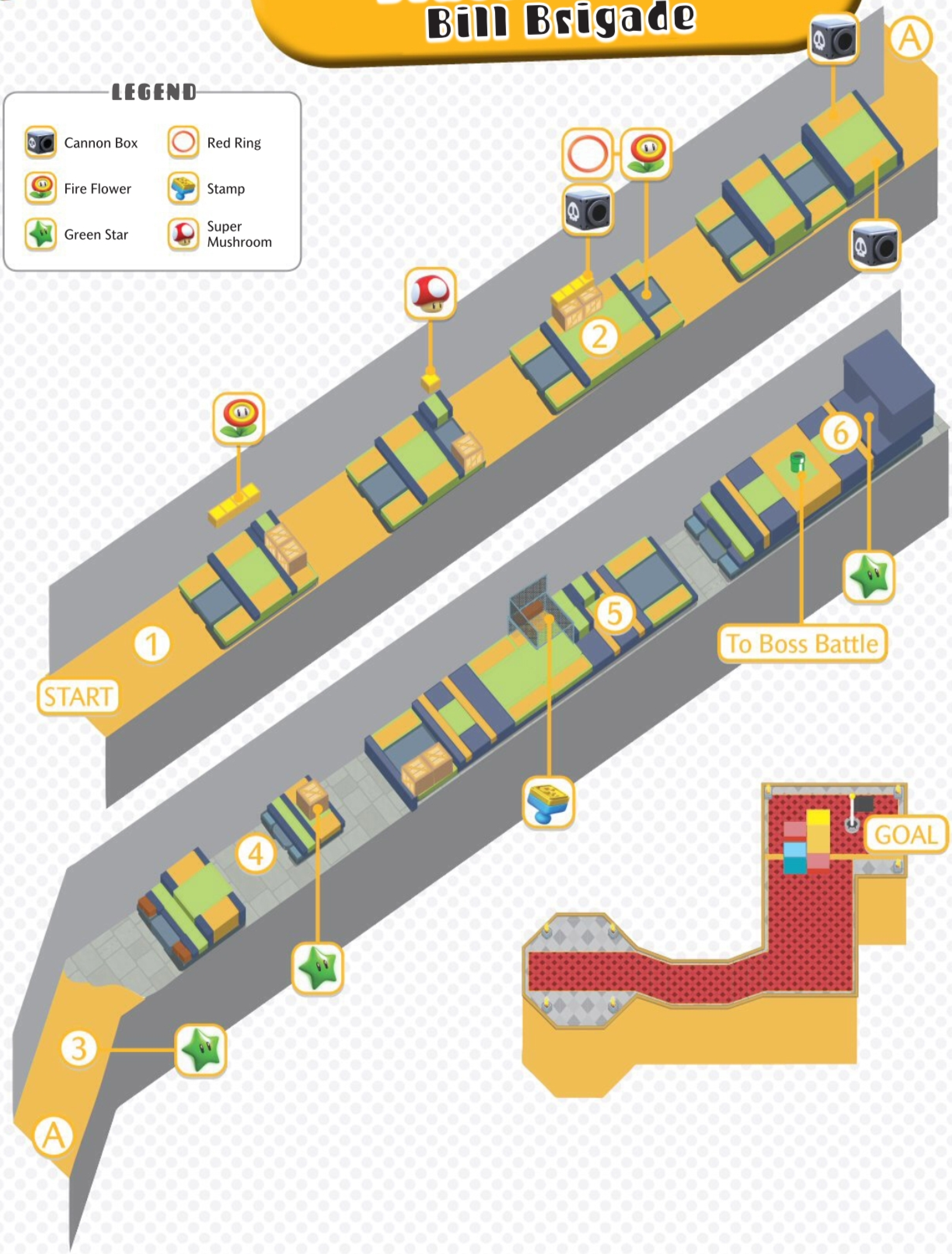
The final Green Star is in the Goal Pole area, and it requires you to stand on a Multi-Vator with at least four clones (or four players, if you're playing multi-player). This causes the platform to rise up to the star!



WORLD 2-CASTLE:
Bowser's Bullet Bill Brigade

LEGEND

Cannon Box
Red Ring
Fire Flower
Stamp
Green Star
Super Mushroom


A
2
START
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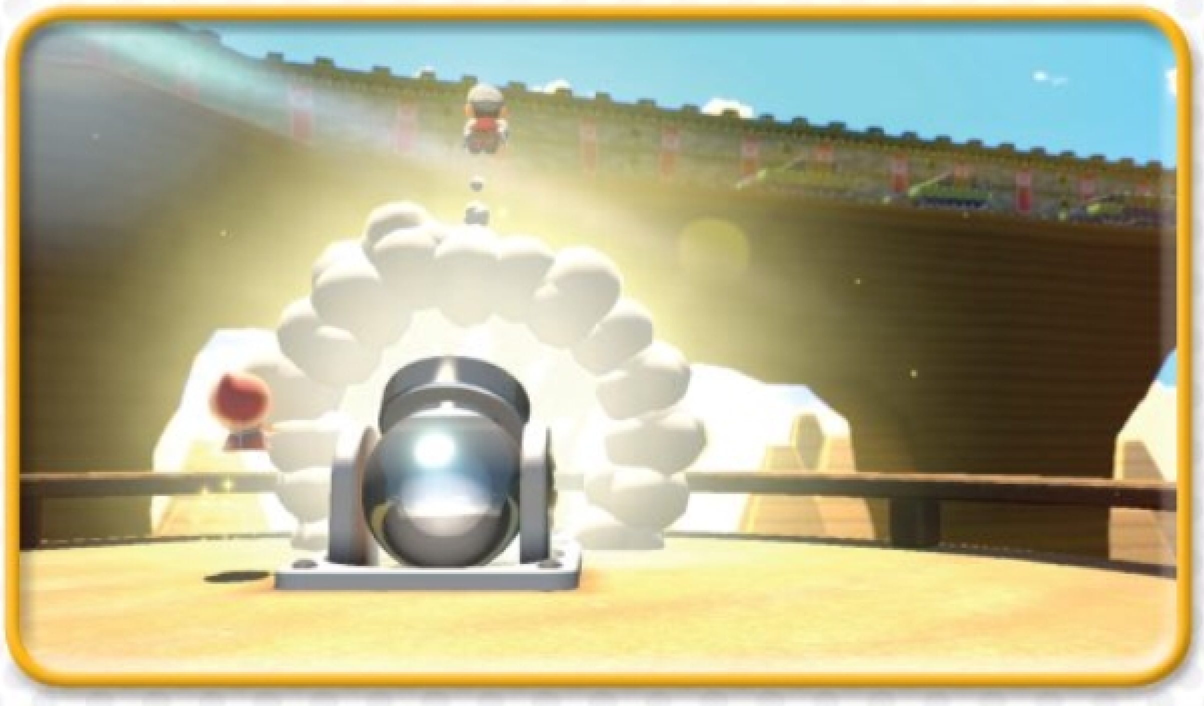
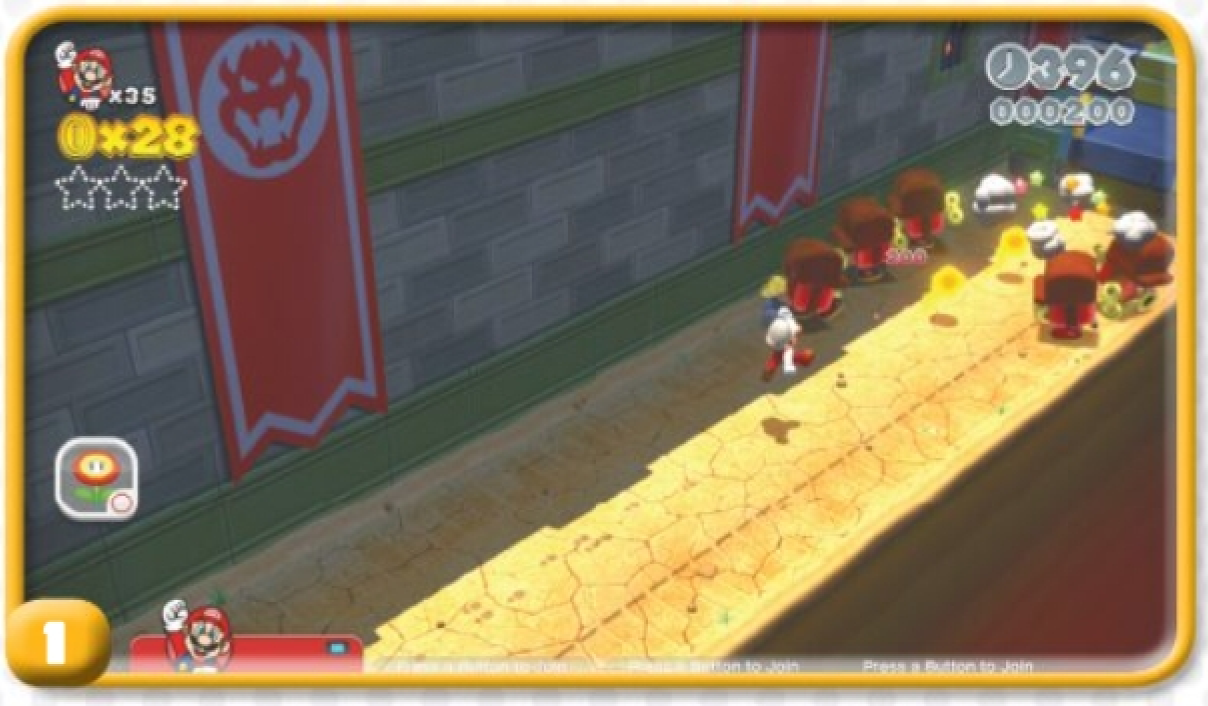
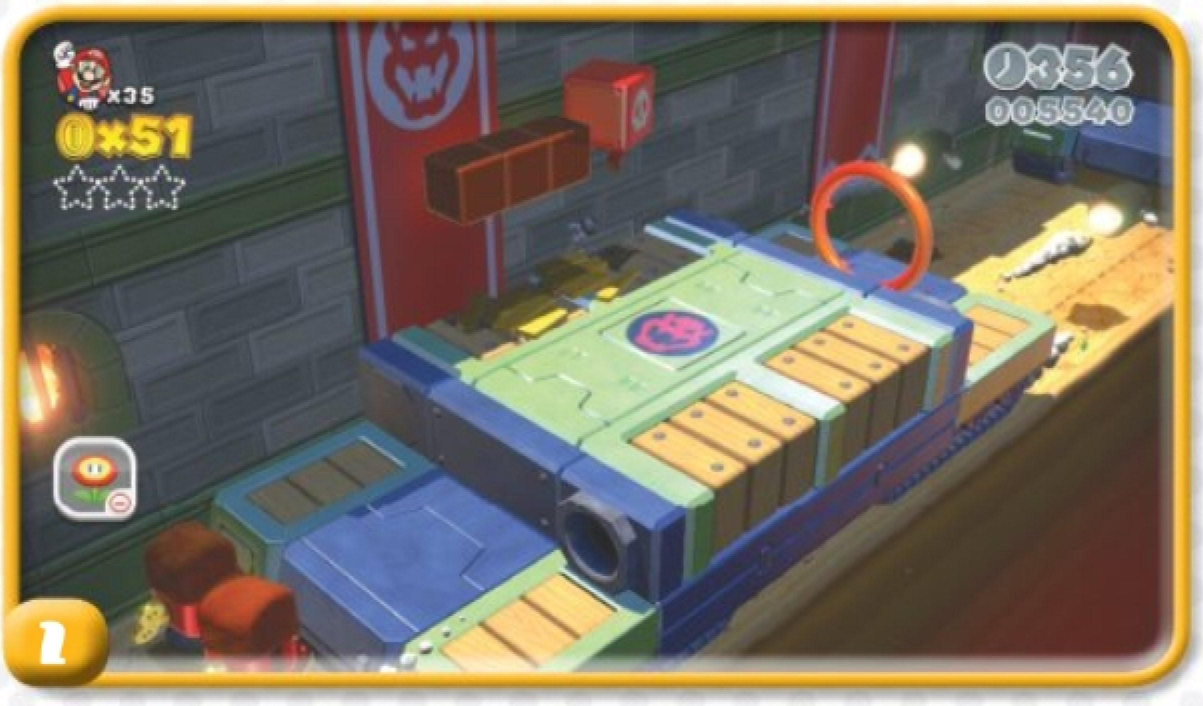
6
5
To Boss Battle
GOAL
4
3
A



This level is different from the World 1 Castle. Here, you're launched (literally) into battle against a group of tanks that are constantly moving forward, along with the whole level. If you want to collect everything, you've got to work fast and avoid getting hit if at all possible!



Blocksteppers greet you immediately at the front of the tank column. Remember, beating one of them causes the whole formation to go crazy, so be careful about fighting them. Be on the lookout for Bullet Bills throughout this mission, many of the tanks have the ability to fire them.



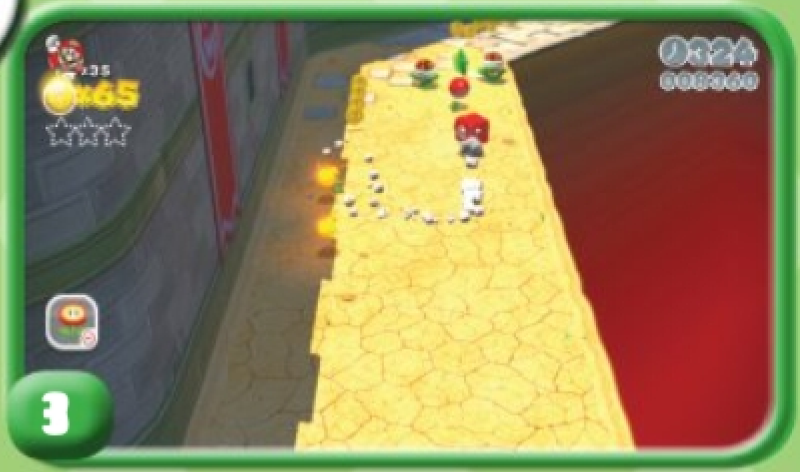
The third tank you come across has ? Blocks, one of which is actually a Cannon Box. You must try to keep this Power-Up to the very end of the level!

TIP

Charge-Up Shot!

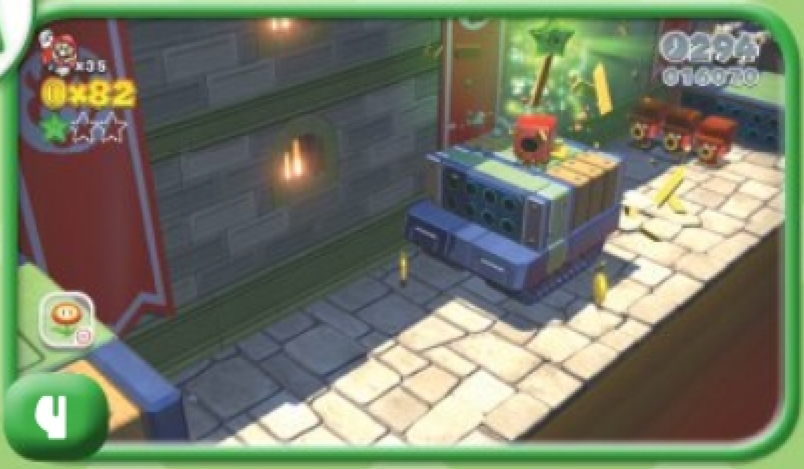
You can charge up the Cannon Box to fire a shot that has a much larger blast radius. This is especially useful against the Blocksteppers.

GREEN STAR #1



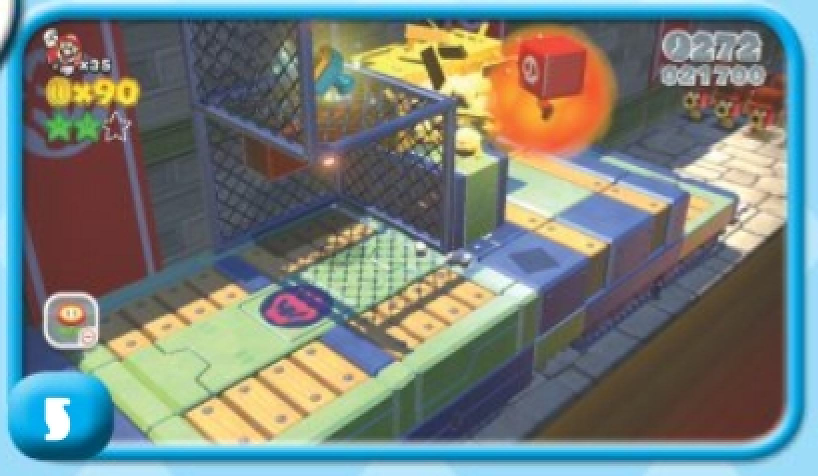
The path beyond the first set of tanks is guarded by Fire Piranha Plants. Among these vicious weeds is the first Green Star.

GREEN STAR #2



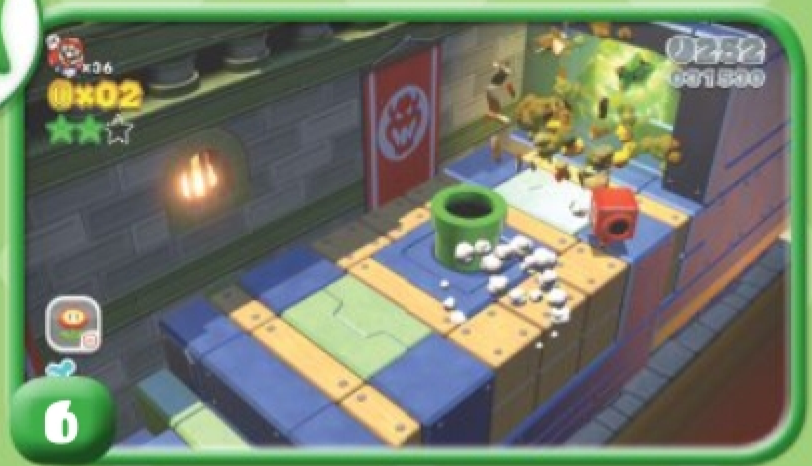
The second Green Star is located in a crate in the second tank you encounter in the second tank group. Be careful jumping up to it, as the front of the tank has spikes that pop out occasionally.

STAMP



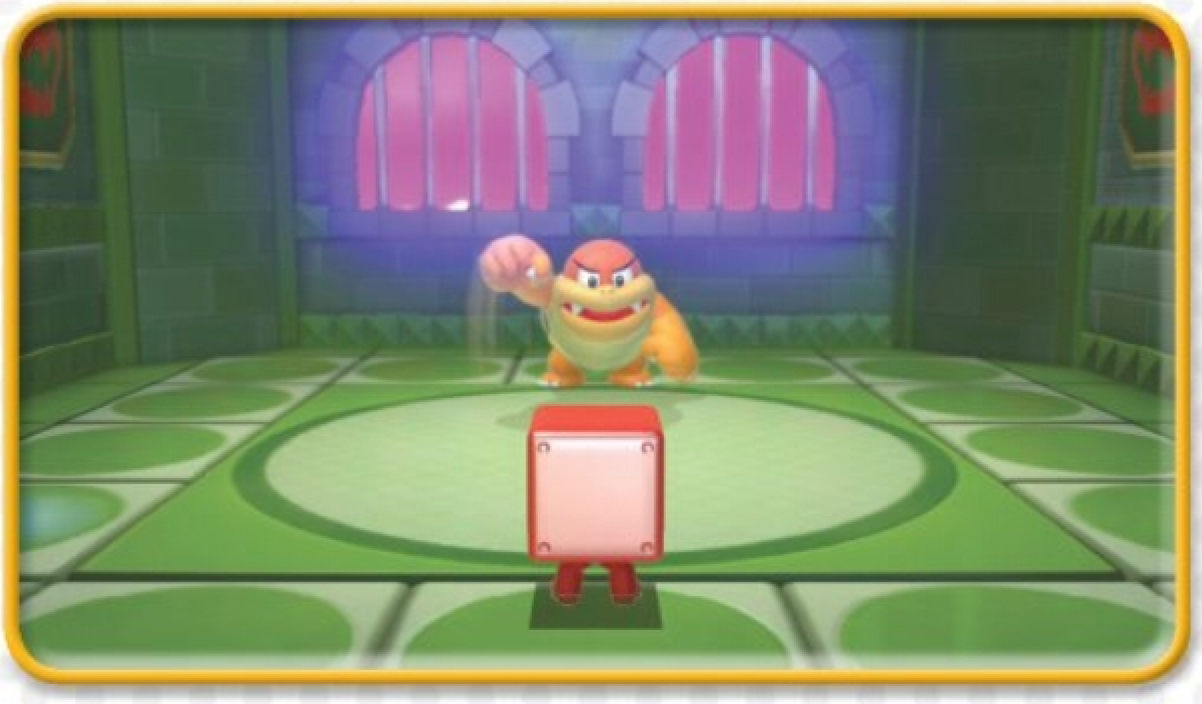
Not long after the second Green Star, you have a chance to reach the Stamp. Work fast to bust the wooden crates that are blocking the ledge you need to use to get to the Stamp!

GREEN STAR #3

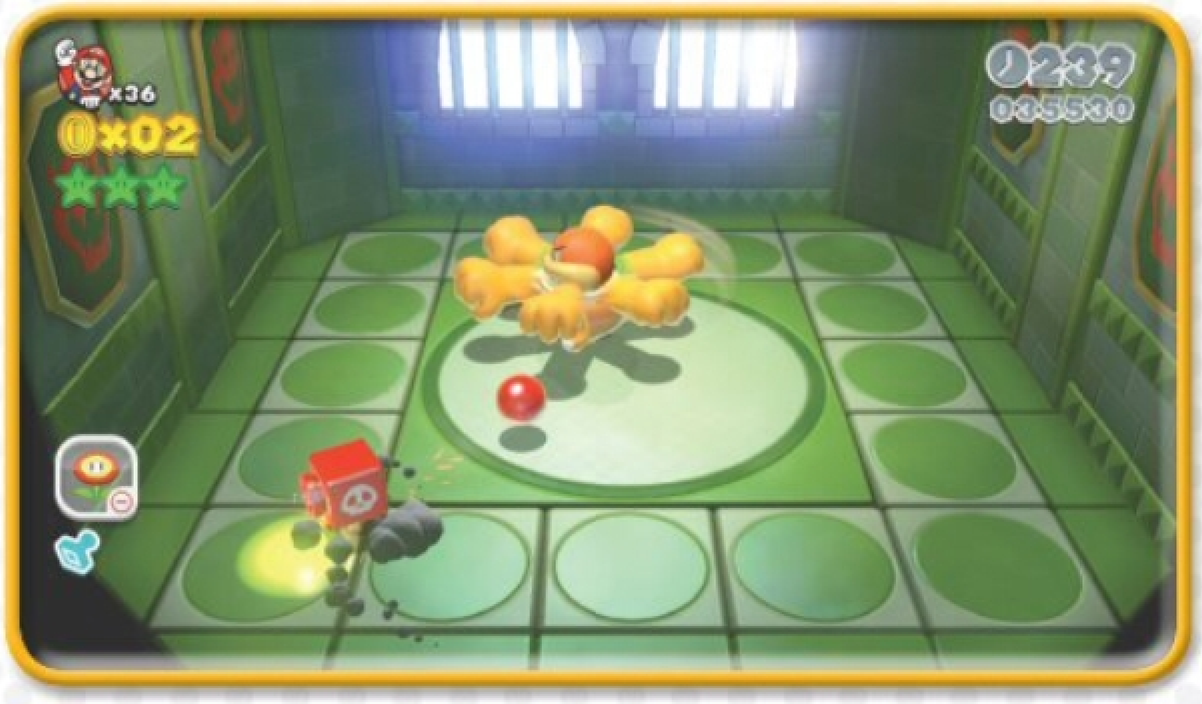


The last tank has the pipe leading to the boss battle. If you managed to get this far with the Cannon Box, use it to blast open the wall behind the pipe to recover the last Green Star. Now jump in that pipe and get ready to face the boss!

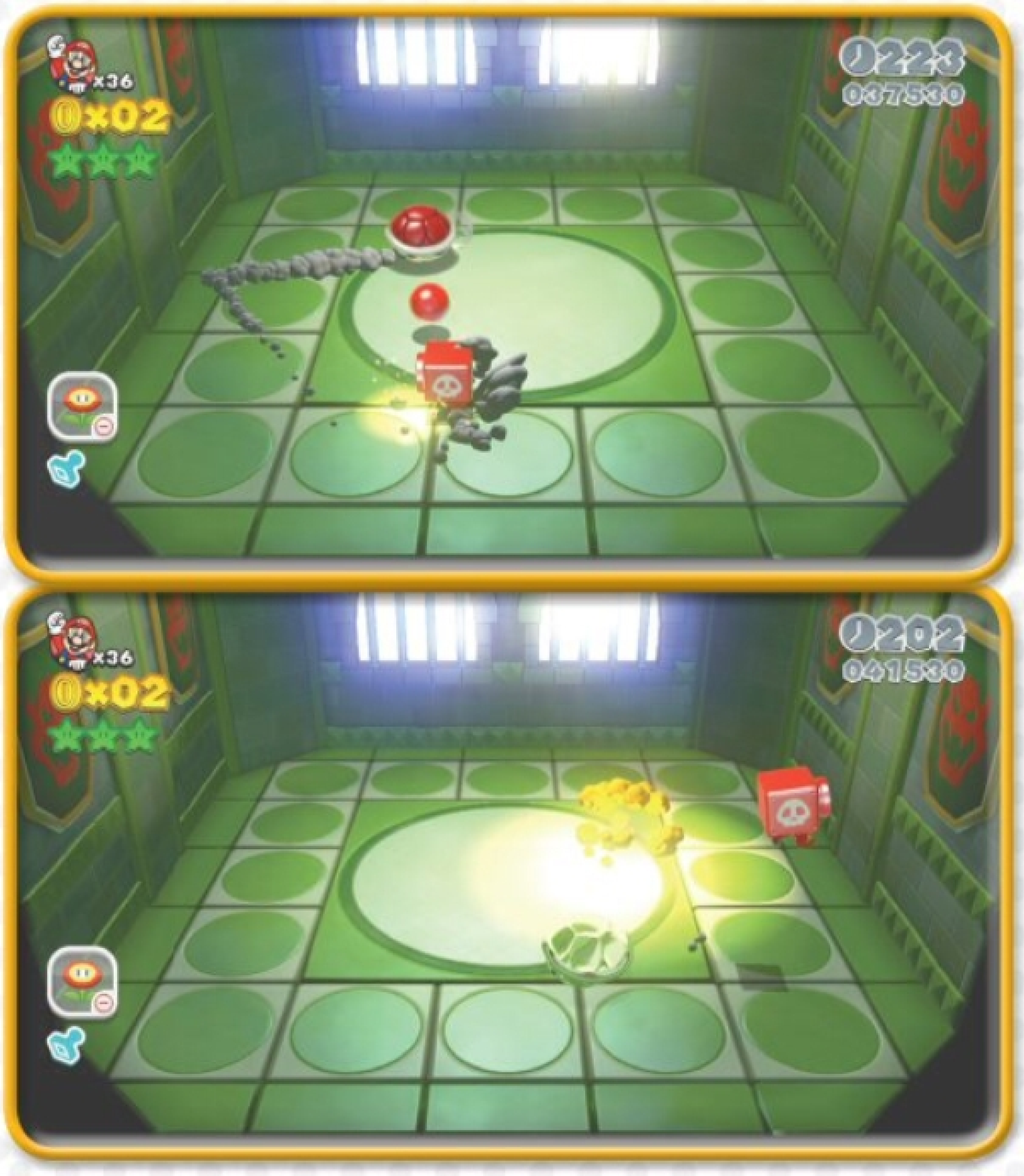
BOSS BATTLE:
Boom Boom, Round One!



Boom Boom returns to give Mario and friends more grief. Unfortunately for him, he's up against Mario and friends, and if you've played your cards right, you're coming into the battle with either fireballs or the Cannon Box.



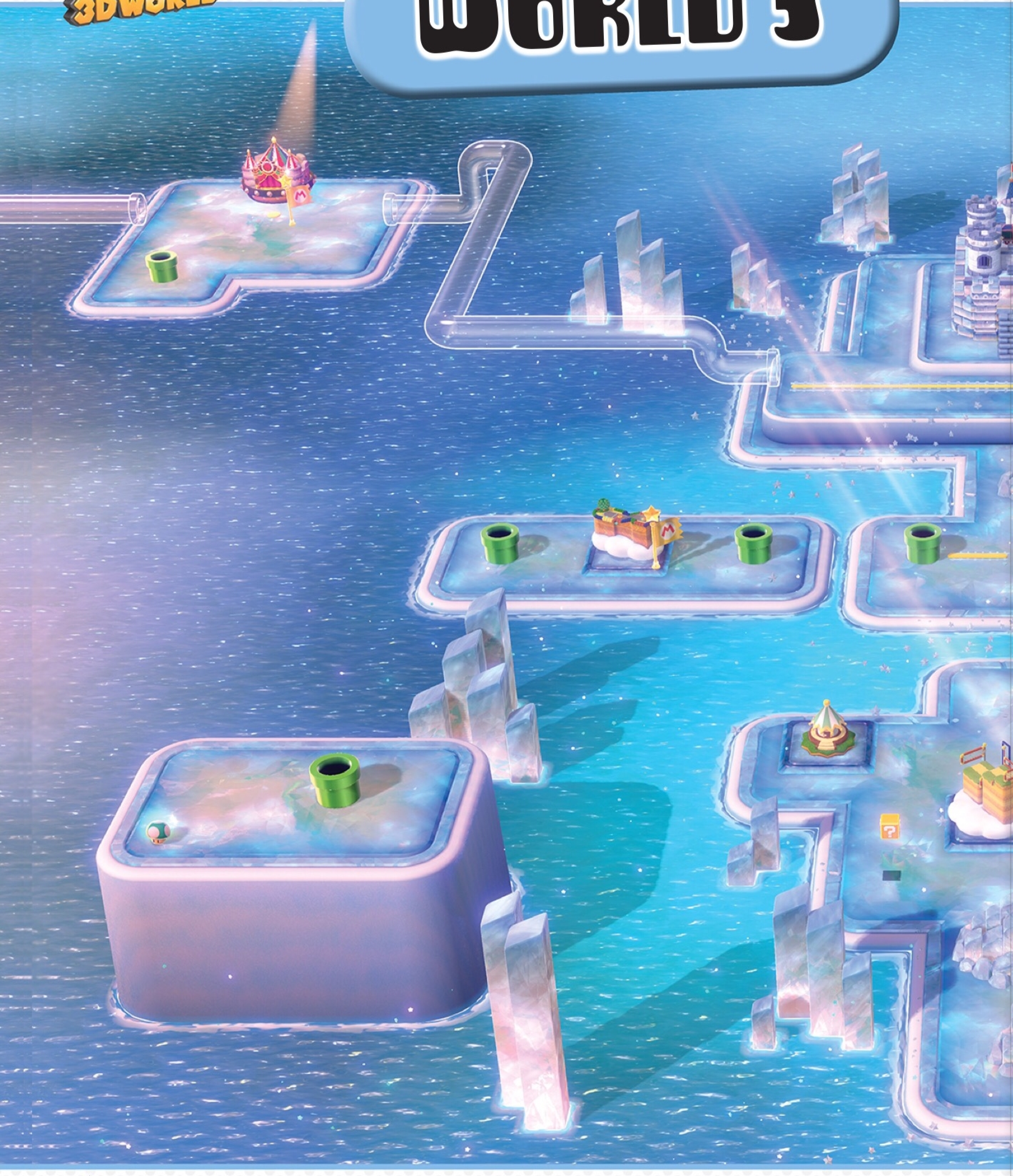
Boom Boom tries to spin around and hit anyone nearby with his arms. You can easily jump on his head, or blast him with any ranged attacks you have available once he stops spinning. If you wait long enough, Boom Boom stops spinning on his own, dizzied by his own attack. Exploit this opening!



After Boom Boom takes a hit, he slips into his shell and starts bouncing around the room. Avoid him while he does this. Eventually, he stops moving and you can use this opportunity to attack him before he starts spinning again. After the second time he gets knocked down by your attacks, he changes things up, turning his shell invisible while he bounces around the room. Pay attention to the slight outline and stay on the move to avoid taking damage. Eventually he reappears when he stops bouncing, giving you one last opening to take him down!

With Boom Boom out of the way, the only thing left to do is to hit the Goal Pole and save another Sprixie Princess. On to World 3!

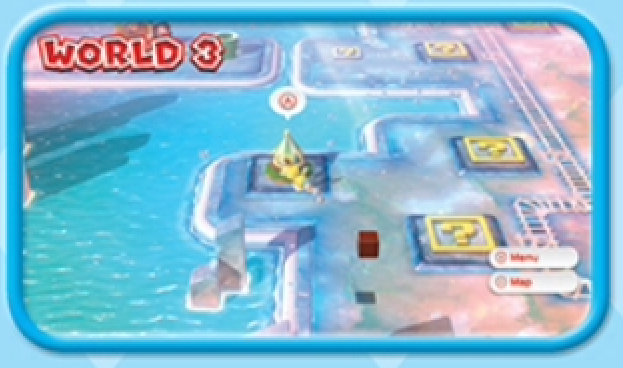
WORLD 3

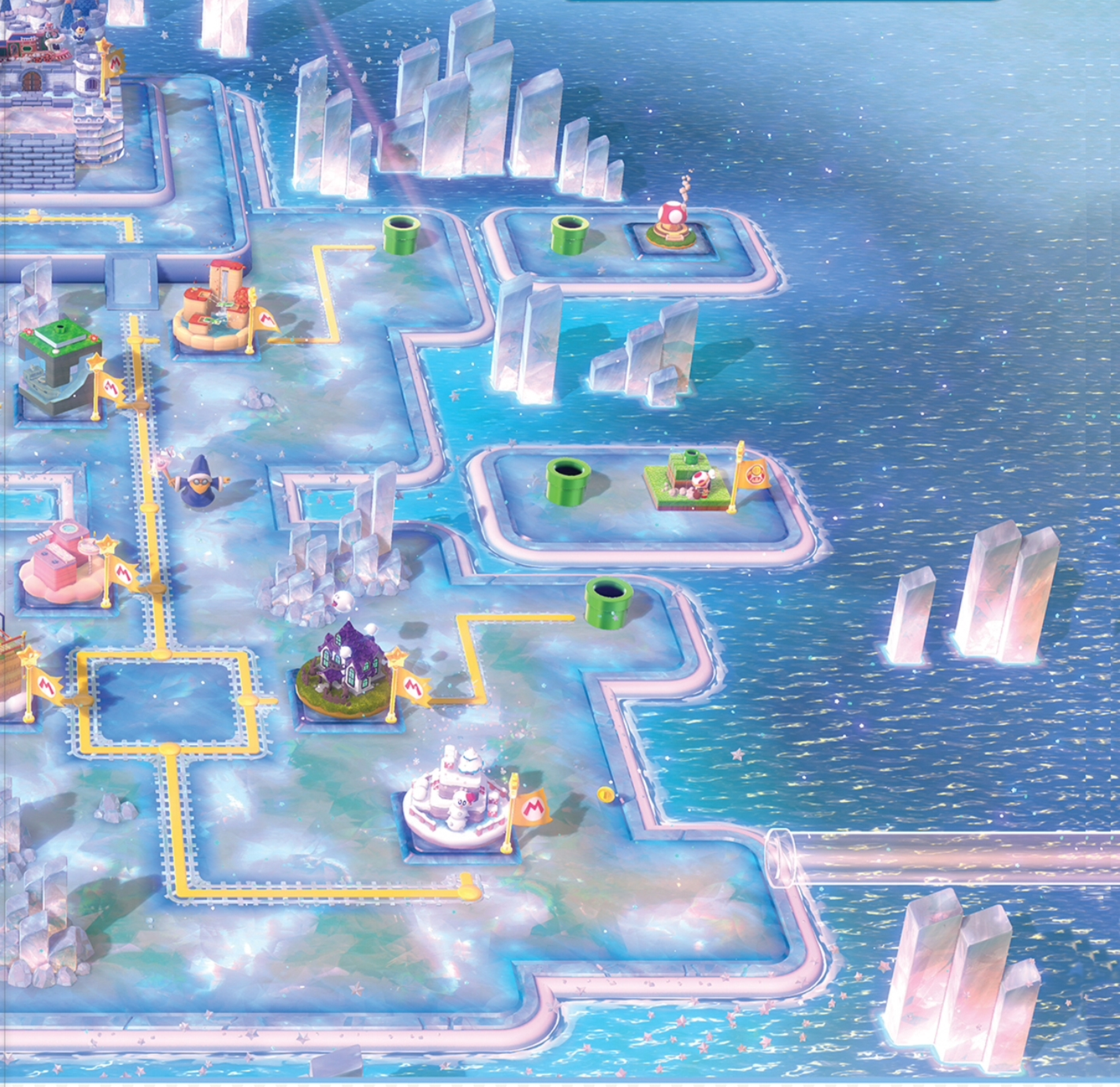


STAMP

World 3 Sprixie House

This Sprixie House can be accessed as soon as you reach World Three.

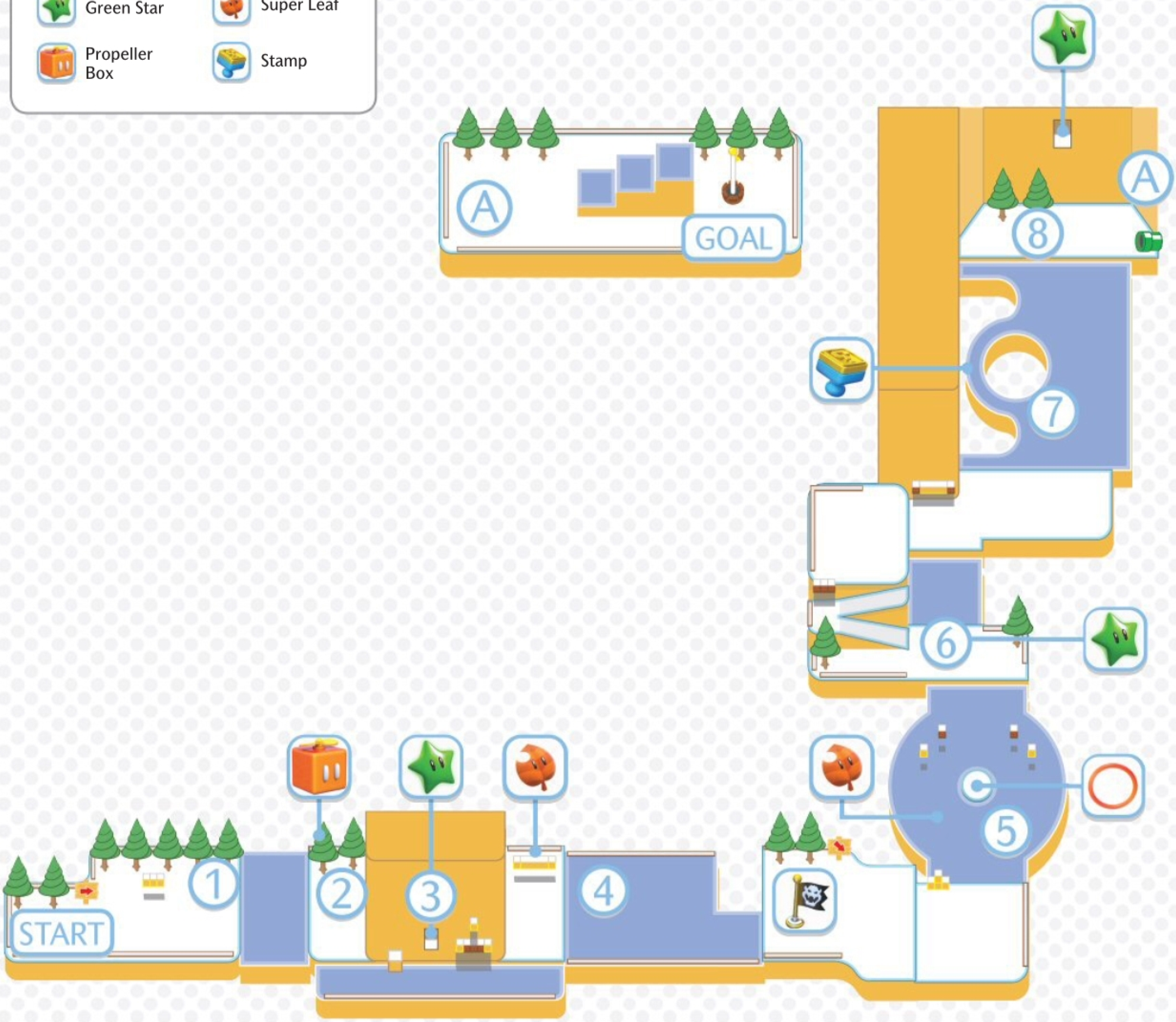




WORLD 3-1:
Snowball Park

LEGEND

- Checkpoint Flag
- Red Ring
- Green Star
- Super Leaf
- Propeller Box
- Stamp


A
GOAL
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8
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START
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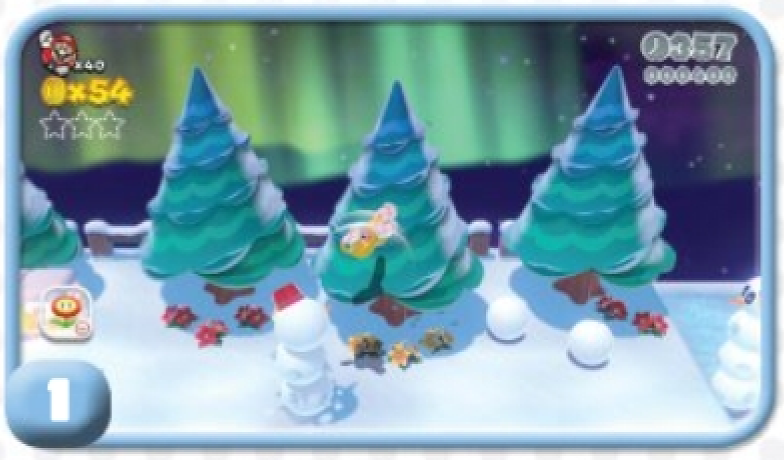
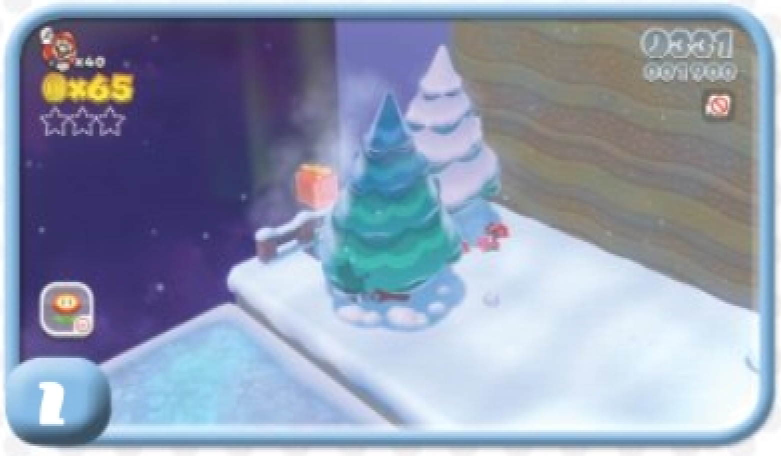
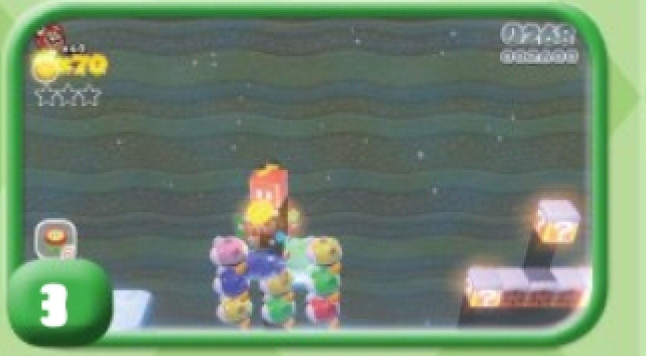

1

Be careful when dealing with Snow Pokeys, you can't just run up to them thanks to their spines. The Cat Power-Up can Claw their heads, but fireballs is best for defeating these enemies from afar. As you move on, be aware that some parts of the terrain are made entirely of ice, which can cause you to slip out of control.

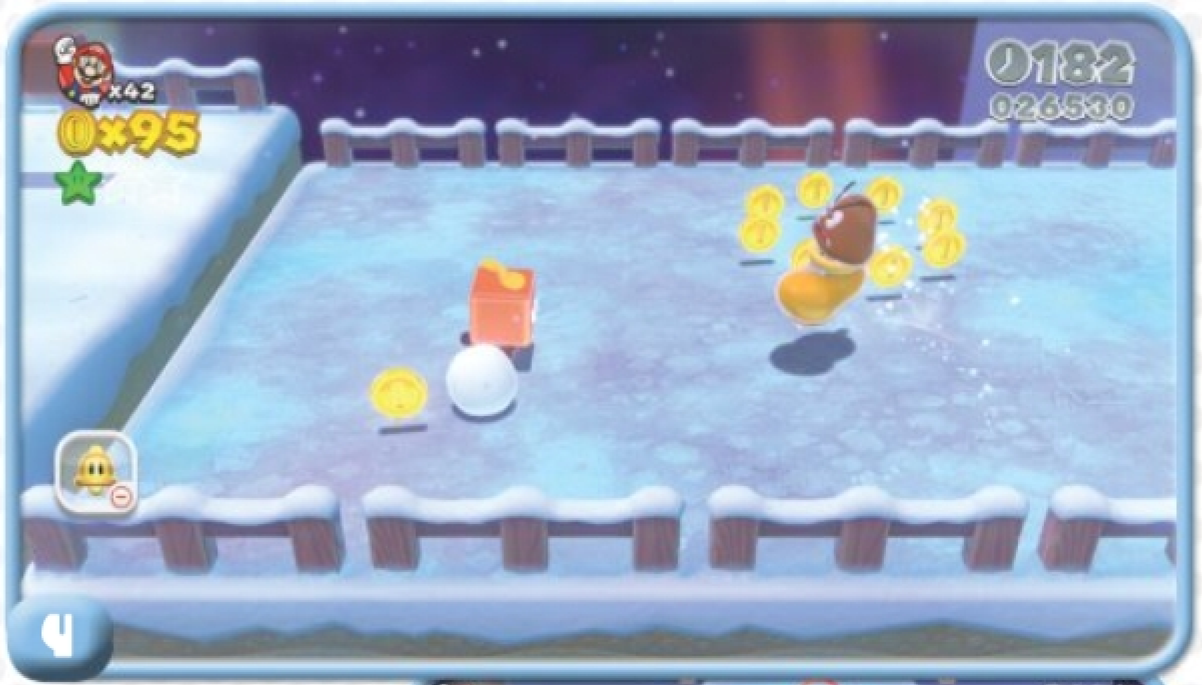

2

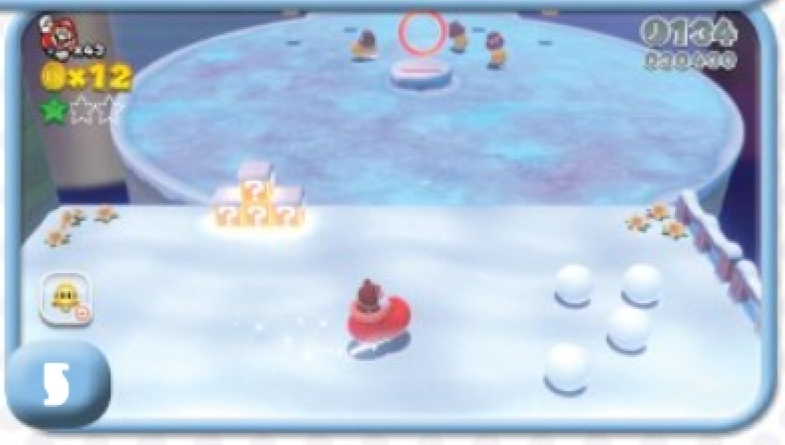
Behind this tree is a Propeller Box. You definitely want the enhanced jumping capability that this Power-Up provides!

GREEN STAR #1


3

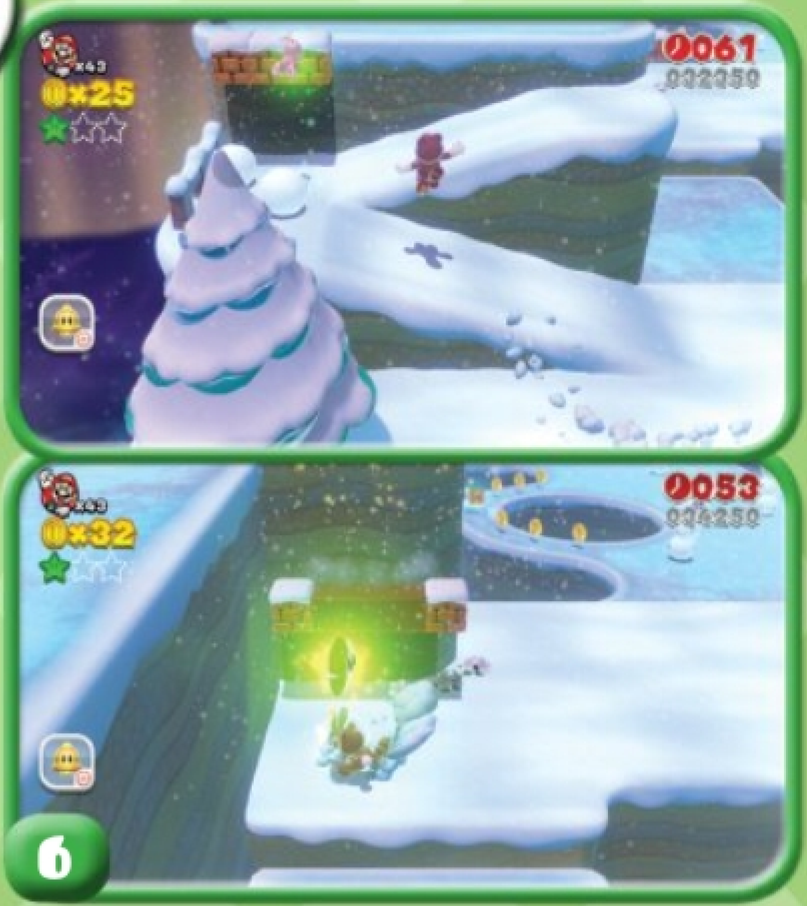
A wall of Para-Biddybuds patrols in front of a small alcove containing the first Green Star. Time your attack carefully so that you don't get hit while clearing a way to the star. Having the Propeller Box can make this easier.


4


5

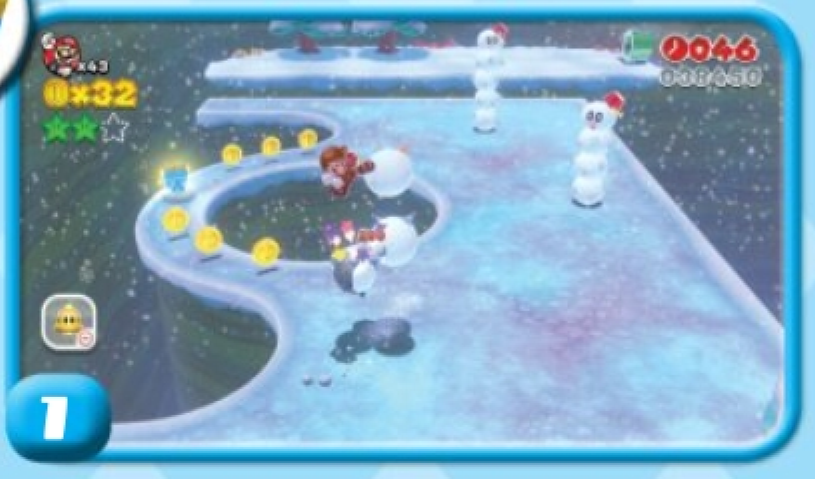
Watch out for the Goomba riding around on the ice skate, as it moves pretty quickly. However, if you stomp on the Goomba, you can take the ice skate for yourself and ride around the next sections. Just be careful to not run into anything, or you'll lose your ride. Shortly beyond the Checkpoint Flag you must get past a swarm of skating Goombas on top of an ice lake, so be ready!

GREEN STAR #2


6

As you leave behind the ice lake, you find a Rabbit that holds the second Green Star. It leads you on a merry chase past a pack of Biddybuds.

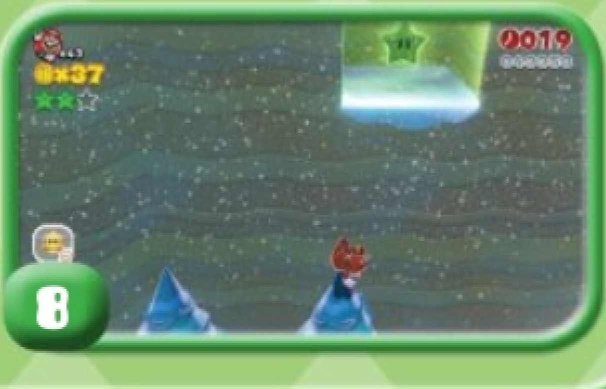
STAMP


7

Tricky, tricky! The Stamp is on a very narrow ice path where one slip will send you off a cliff, with Snow Pokeys further complicating the situation. The Tanooki Power-Up, which you'll see more commonly throughout this level, is a huge help in retrieving this item.

GREEN STAR #3

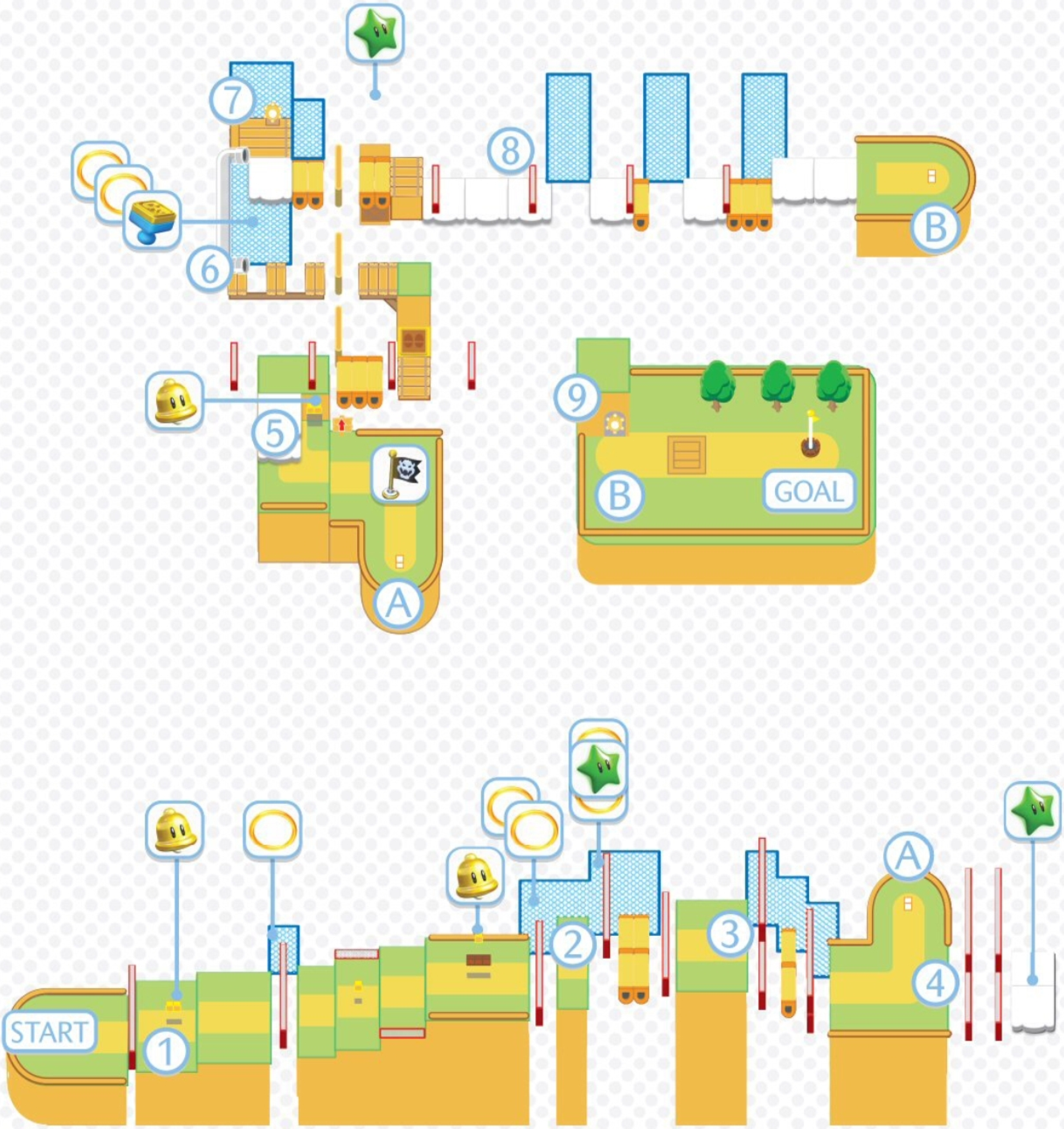
Just north of the Stamp is the third Green Star. You must vault off the top of one of the trees on the ground near the pipe, then wall jump off the wall and use the Tanooki Power-Up's tail to float into the star.


8

WORLD 3-2:
Chain-Link Charge

LEGEND

- Checkpoint Flag
- Gold Ring
- Green Star
- Super Bell
- Stamp


7
8
6
B
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A
9
B
GOAL
START
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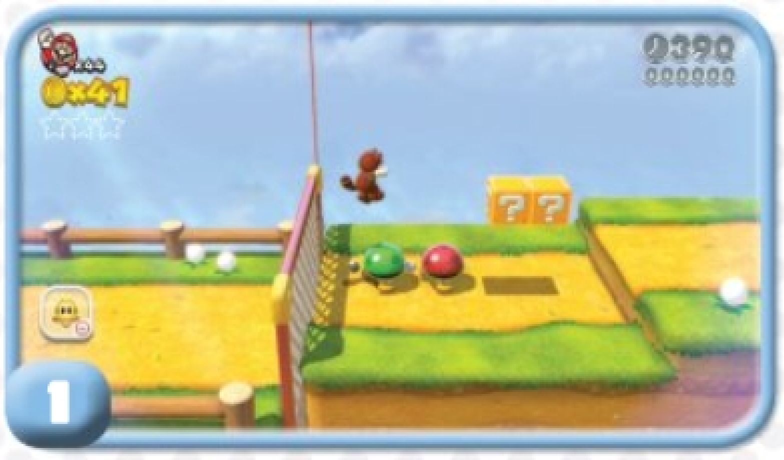
A
4

NOTE

Green Star Unlock Requirement

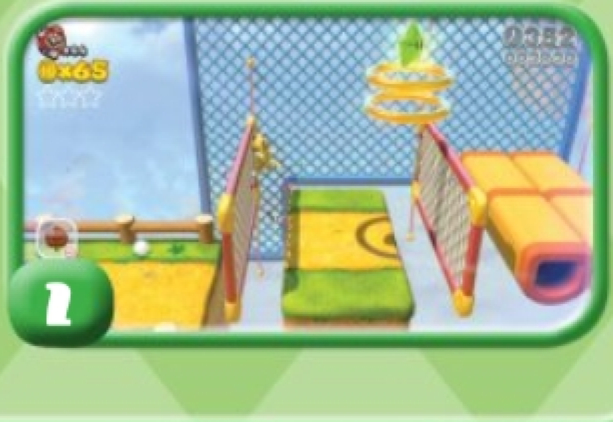
30 Green Stars

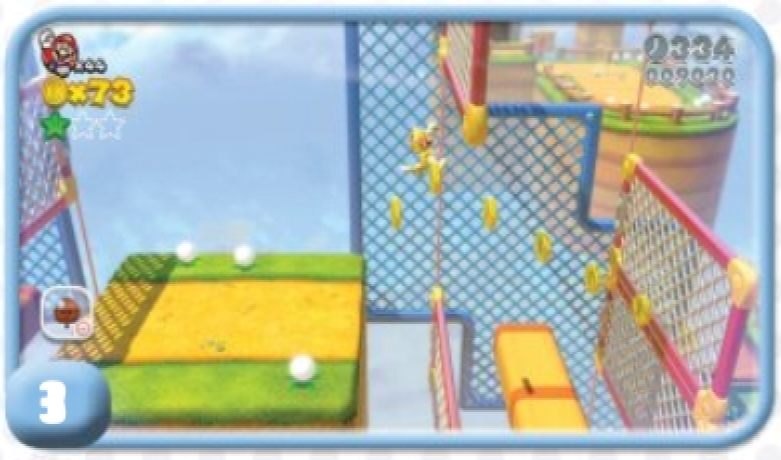

1

Right away this level tosses a curve ball at you: The scenery is constantly scrolling forward, with chain-link fences rising and falling in front of you to block your progress. Collecting everything in the level while dealing with enemies and fences can be a bit of a challenge. The Cat Power-Up, which you can collect close to the level start, is highly recommended.

GREEN STAR #1

The first Green Star requires that you make use of a chain-link fence to retrieve it. The Cat Power-Up is the easiest method, but if that isn't an option for some reason, stand on the top of the fence to reach it. Alternatively, you can try a wall jump off the fence in the background, but not every character can easily pull that off without Power-Ups.


2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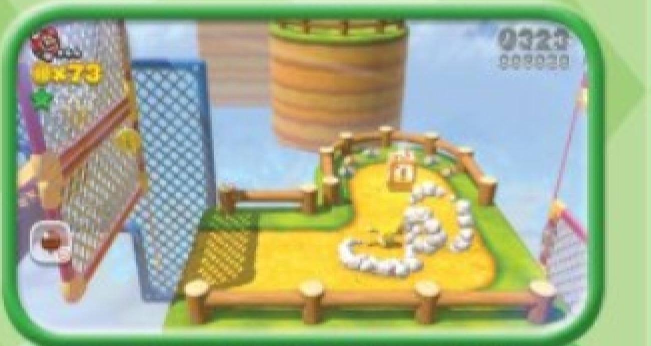
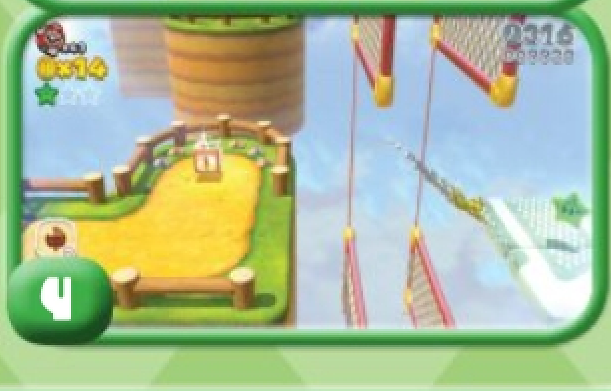
The two sets of fences here open and close at regular intervals, while two Donut Blocks are the only safe ground between the fences. The Cat Power-Up can dive down the path of Coins to safely get through while the fences are open. Those without it will have to get creative.

GREEN STAR #2

Don't take the Warp Box right away! Instead, check to the right of the Warp Box and navigate past the two sets of fences to get to the second Green Star sitting on some cloud platforms. The scrolling stops after a certain point, letting you concentrate on getting the star and getting back to the Warp Box safely.

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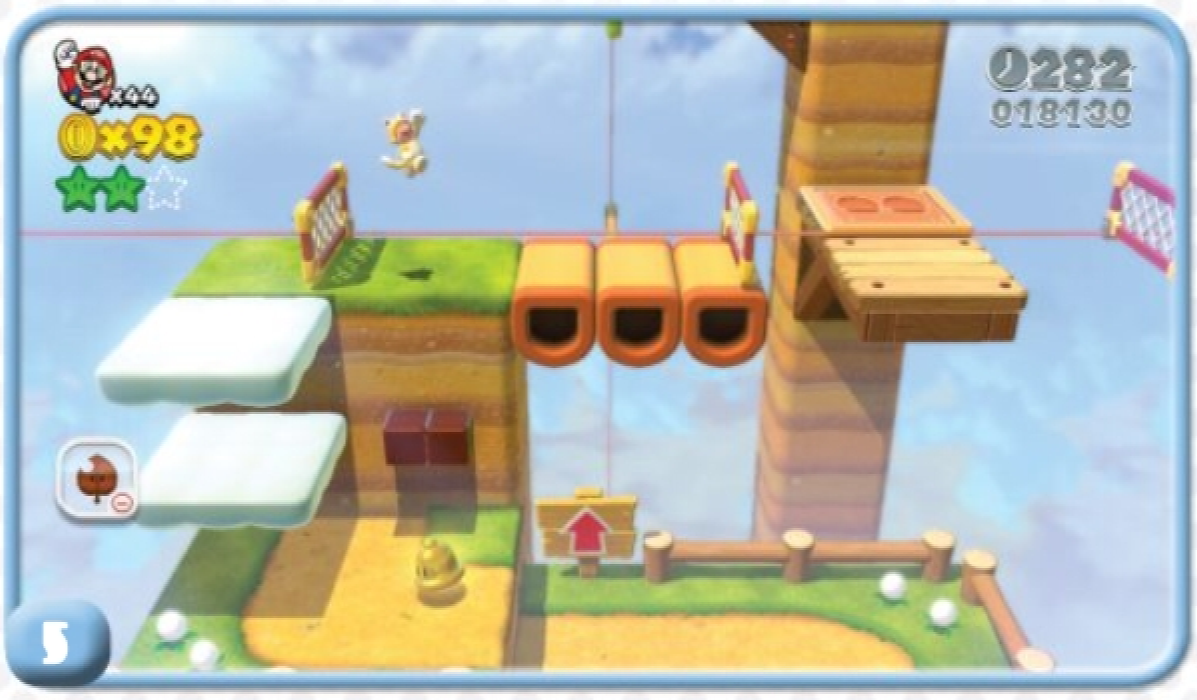
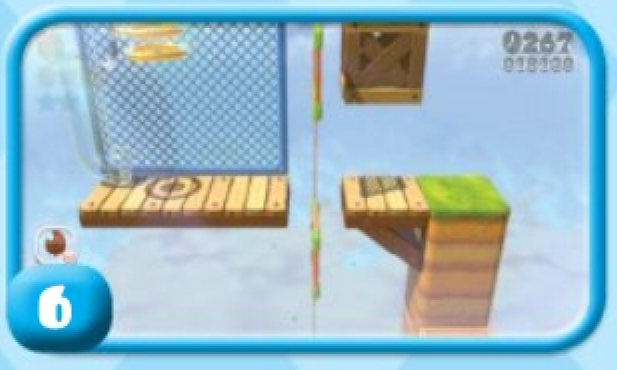

5

Just past the Checkpoint Flag, the screen starts to auto-scroll vertically. For this next section, the Cat Power-Up is highly recommended!

STAMP

The Stamp is just beyond a pair of Gold Rings at the top of a blue chain-link fence near a Clear Pipe. The Cat Power-Up lets you collect this quickly while putting you in a safe position for the next section.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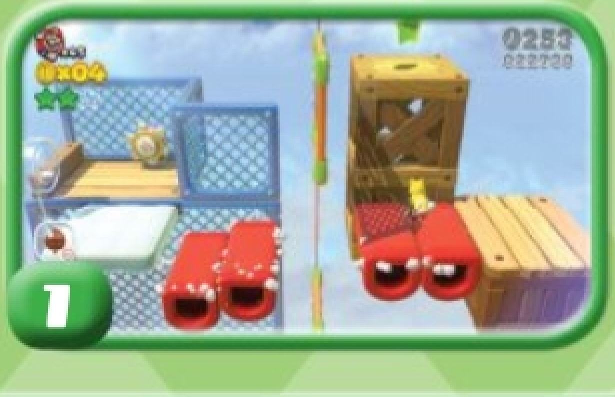
GREEN STAR #3

Just after collecting the Stamp, if you use the Clear Pipe (or climbed up the fence to get the Stamp), you will find a Cat Wheel. Claw it with the Cat Power-Up to raise a pair of crates into place, which allow you to reach the third Green Star. Now the it's just a matter of surviving the rest of the way to the Goal Pole!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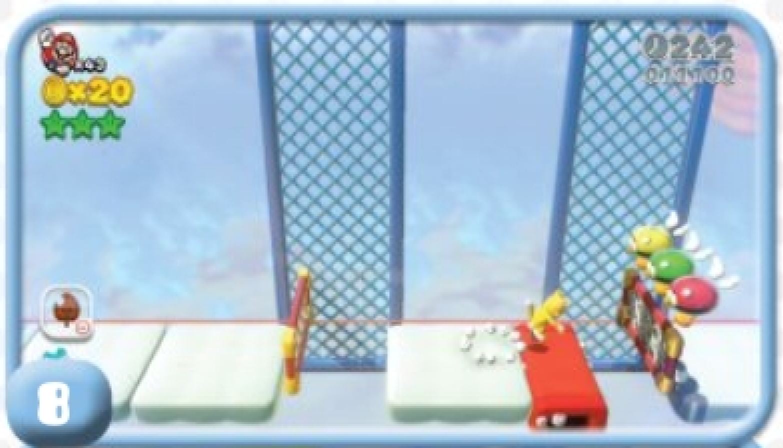
The action starts scrolling again to the right just after you reach the third Green Star. Don't get too overeager while navigating the gaps, oncoming fences, and Para-Biddybuds. This is the home stretch before a Warp Box takes you to the Goal Pole area. Try to preserve the Cat Power-Up through this section, as you'll need it to reach the top of the pole. Look for the Cat Wheel that will raise a platform just enough that you can easily make the jump to the top of the pole.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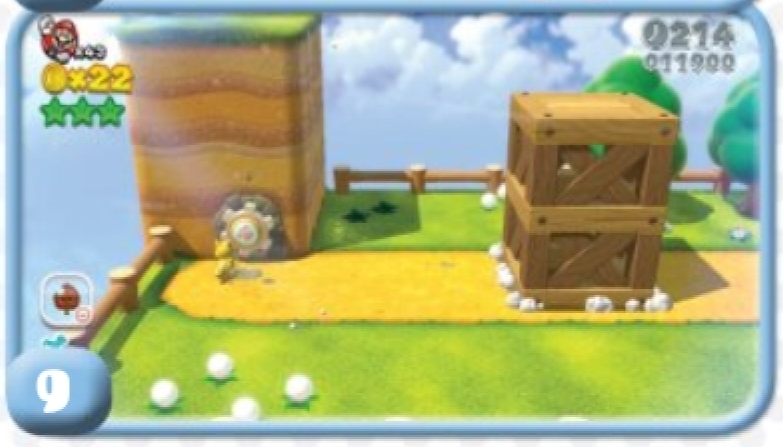
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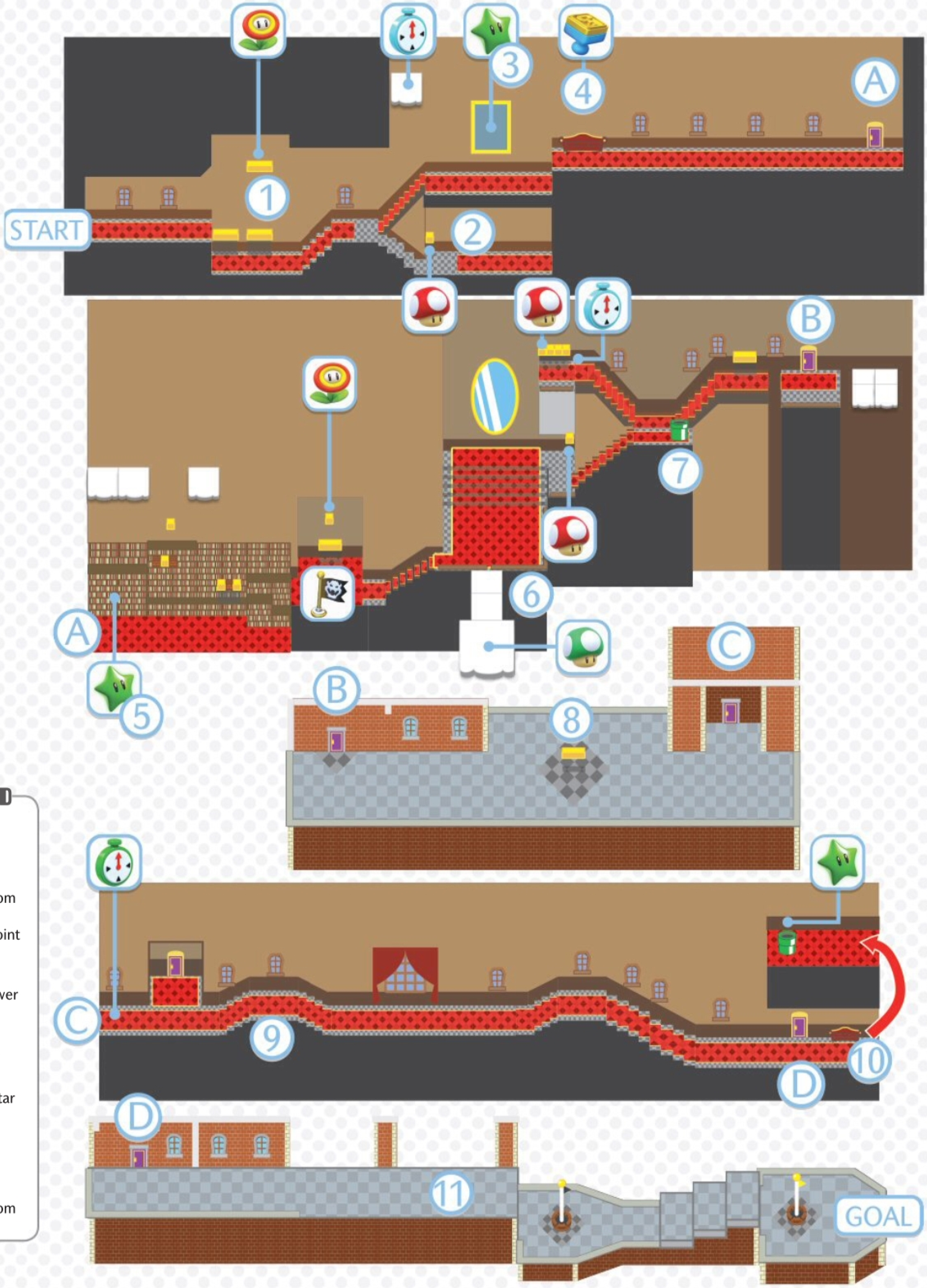
WORLD 3-3: Shifty Boo Mansion


START
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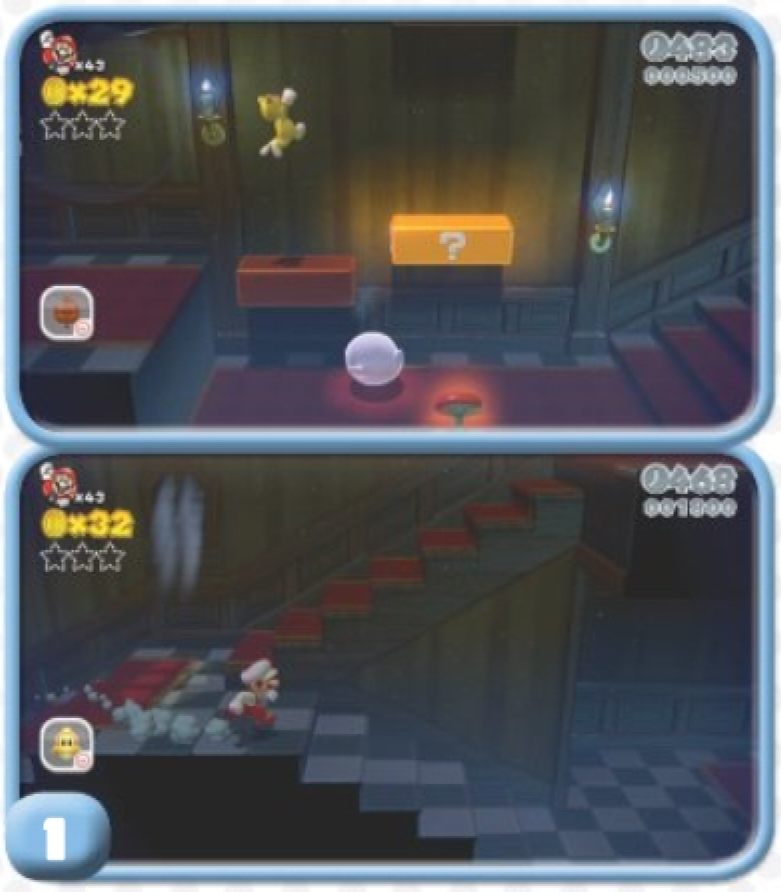
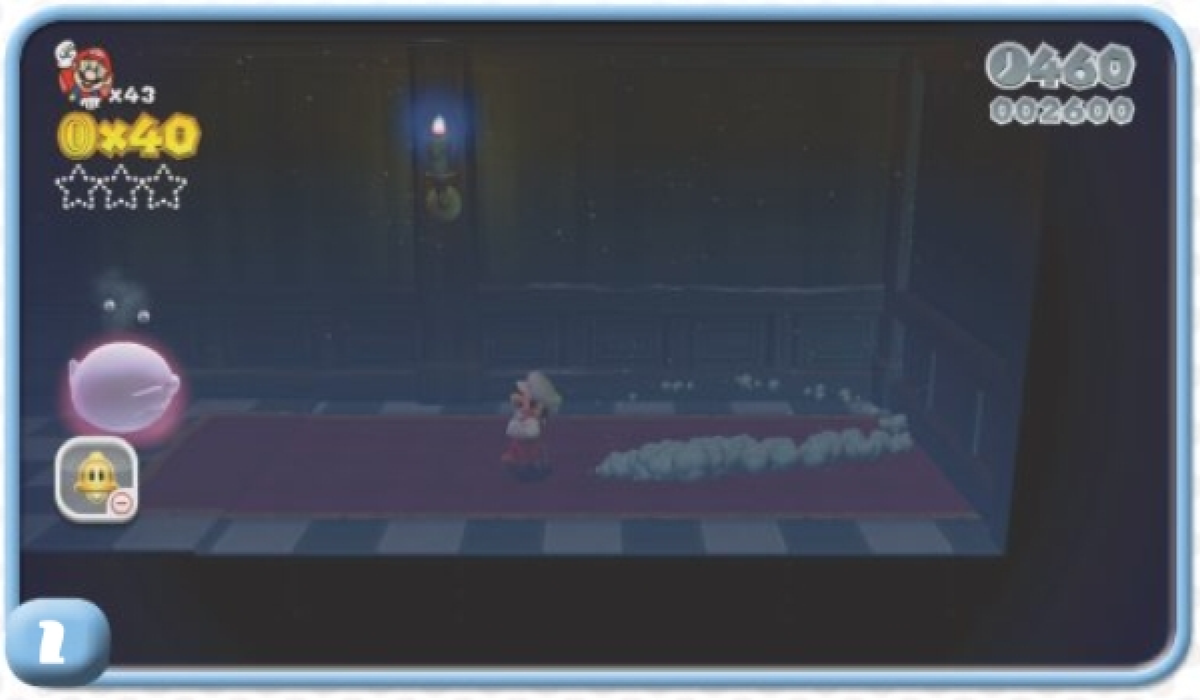
8
C
C
9
10
D
D
11
GOAL

LEGEND

- + Clock
- 1-Up Mushroom
- Checkpoint Flag
- Fire Flower
- Green + Clock
- Green Star
- Stamp
- Super Mushroom

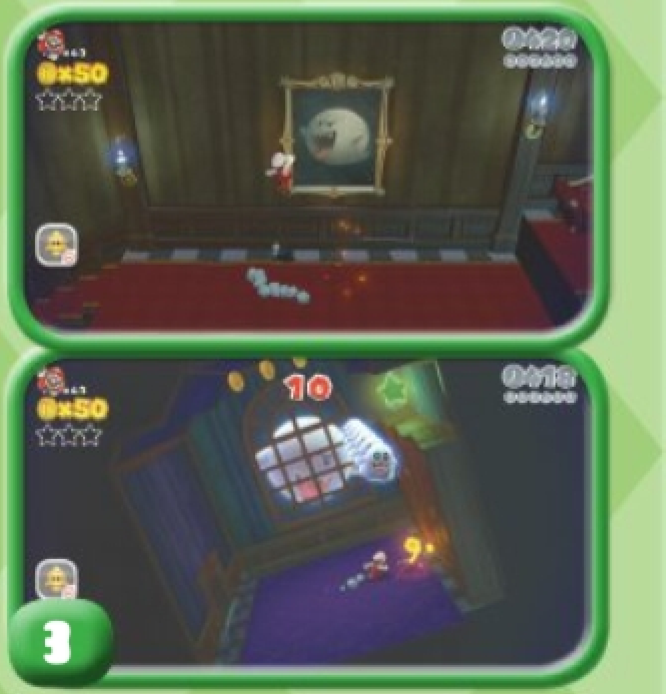


This mansion will be your first encounter with Boos and Big Boos. Early on you can pick up a Fire Flower. Keep it on standby to switch between it and a Cat Power-Up. The fireballs can momentarily cause a Boo to disappear. This area also gives you a choice to take stairs downward, or upward. The lower path is a dead end, though.



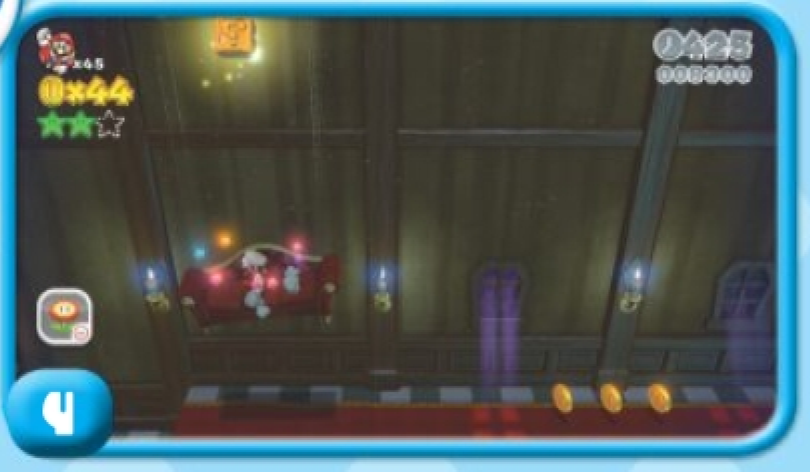
The lower path dead end contains a moving floor that slows your escape by quite a bit, and it's guarded by a Boo. You'll see more moving floors throughout this mansion.

GREEN STAR #1



On the upper path, you pass a large painting of a Boo. Jump into this painting to reach a secret room where you can get the first Green Star. The room is protected by a row of Peepas, and you'll have to avoid them while the room rotates around until you can eventually reach the star. You've got 10 game seconds before you're booted out, so you can't afford to miss your first opportunity.

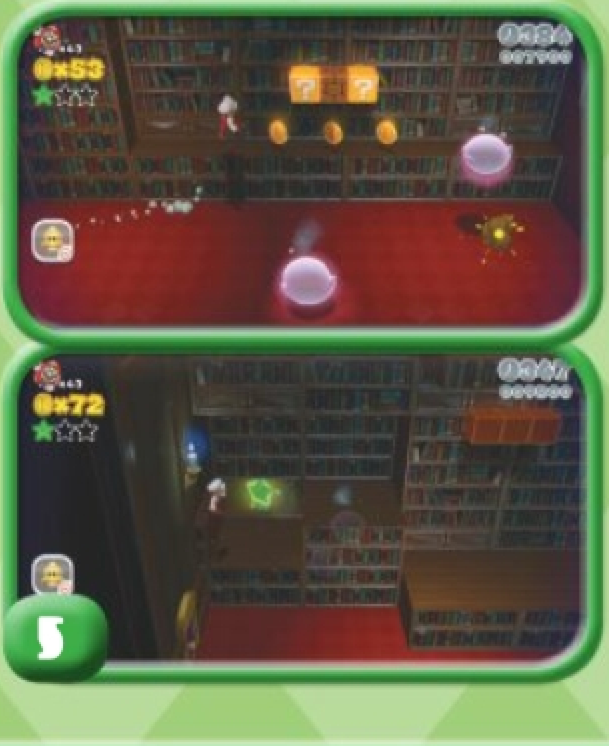
STAMP

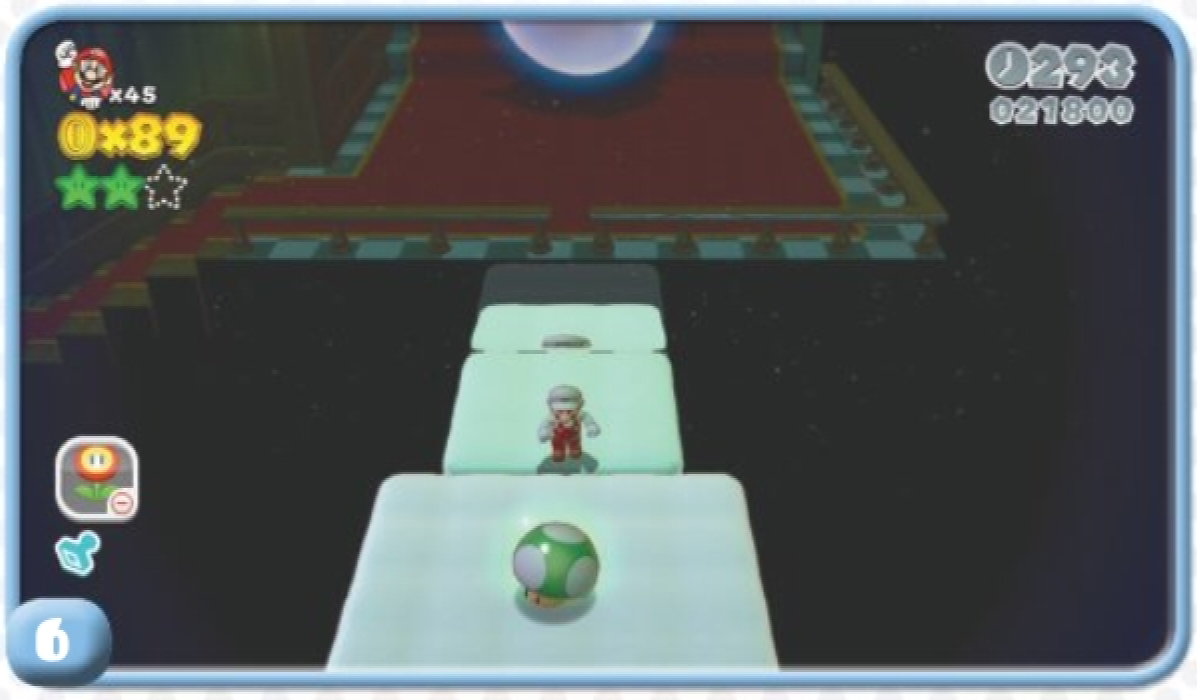


Not far from the painting, there's a couch on the side of the corridor. Stand on it, and it will float up, taking you to the Stamp.

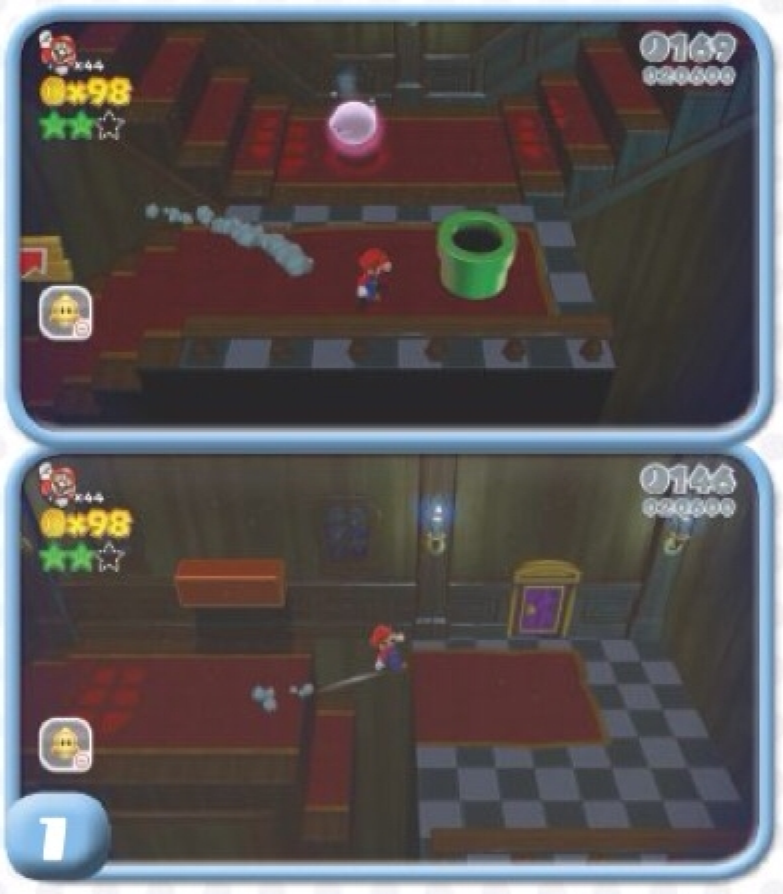
GREEN STAR #2

The second section of the mansion places you in a library guarded by a pair of Boos. If you stand on some of the shelves, they either extend outward, or retract into the wall. You want to try to stand on the shelves on the left side of the room, for when they retract, they reveal the second Green Star.





Beyond the Checkpoint Flag, you come across a Big Boo guarding a large moving stairway leading to the next section. If you run toward the camera in front of that stairway, you can find a hidden set of cloud platforms leading to a 1-Up.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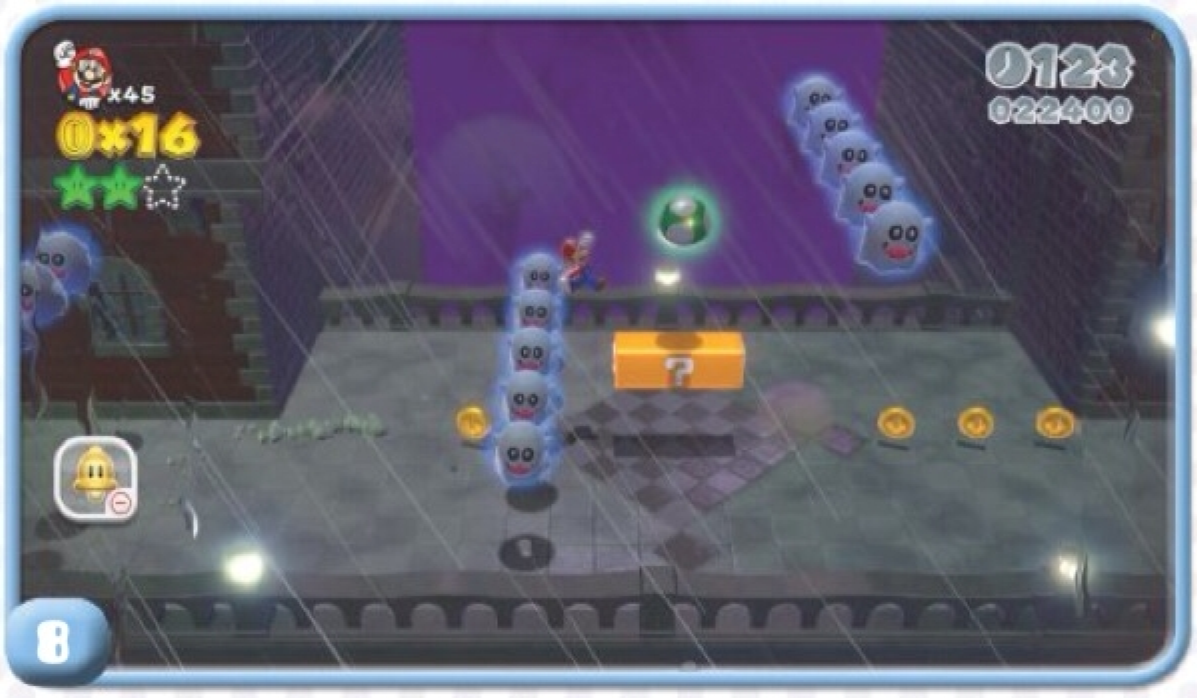
This pipe is actually an illusion! Expect to see this trick happen often in later ghost houses. Be careful about making the jump to the next door—part of the floor collapses into the abyss, forcing you to make a longer jump to survive.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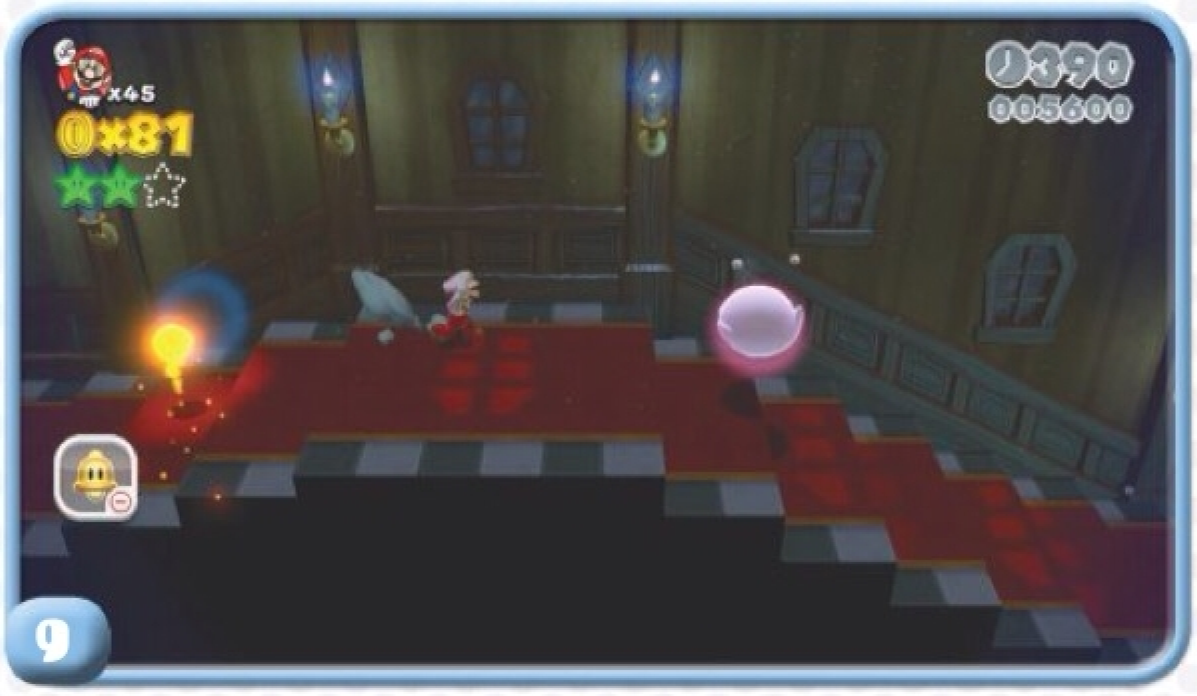
You'll have a brief excursion on the roof of the mansion. The 1-Up here is also an illusion! Just work your way past the Peepas and get to the next door.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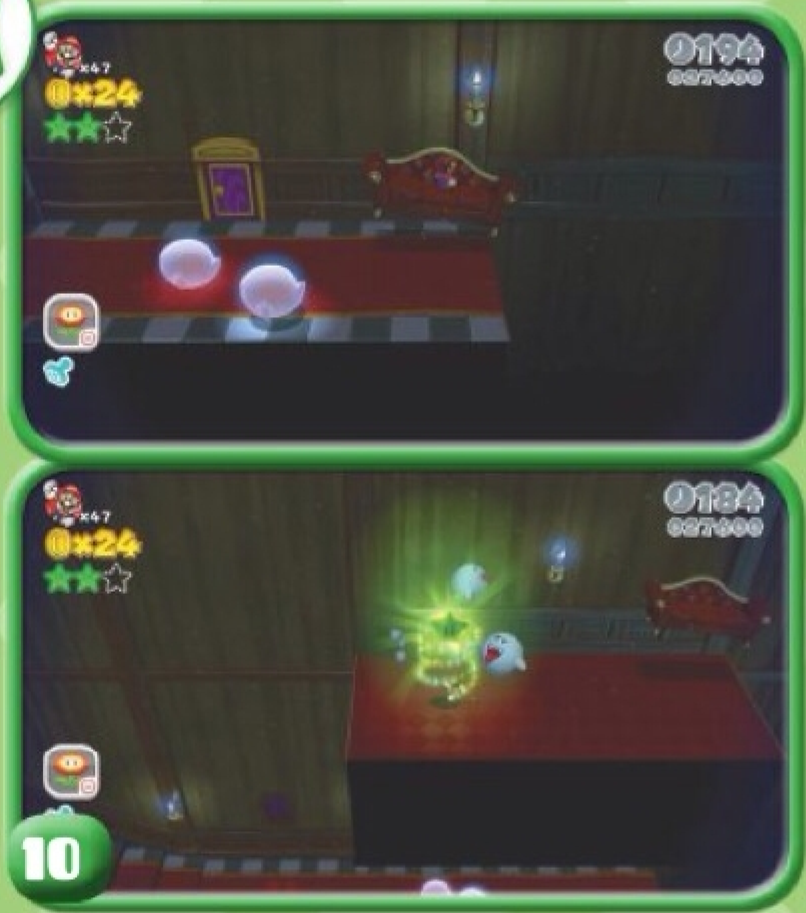
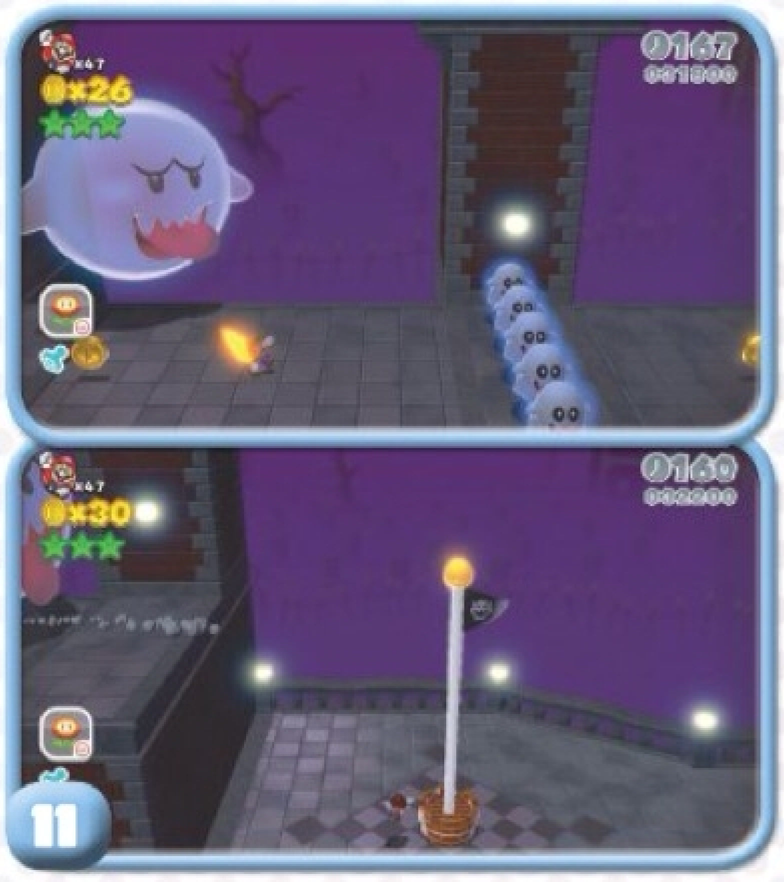
This last corridor is the start of the home stretch. Stay on the lookout for Boos as you move!

GREEN STAR #3


10

At the end of the corridor, next to the door leading to the Goal Pole, is another floating couch. Use it to ride to the ledge above the exit, where you'll find a fake pipe. Once you jump on it, it will disappear and reveal the last Green Star.


11

The final run to the Goal Pole is hectic. Big Boos and Peepas work together with moving floors to try to stop you, and worse still, the first Goal Pole you see is a fake! Keep running past it and make your way to the real Goal Pole!

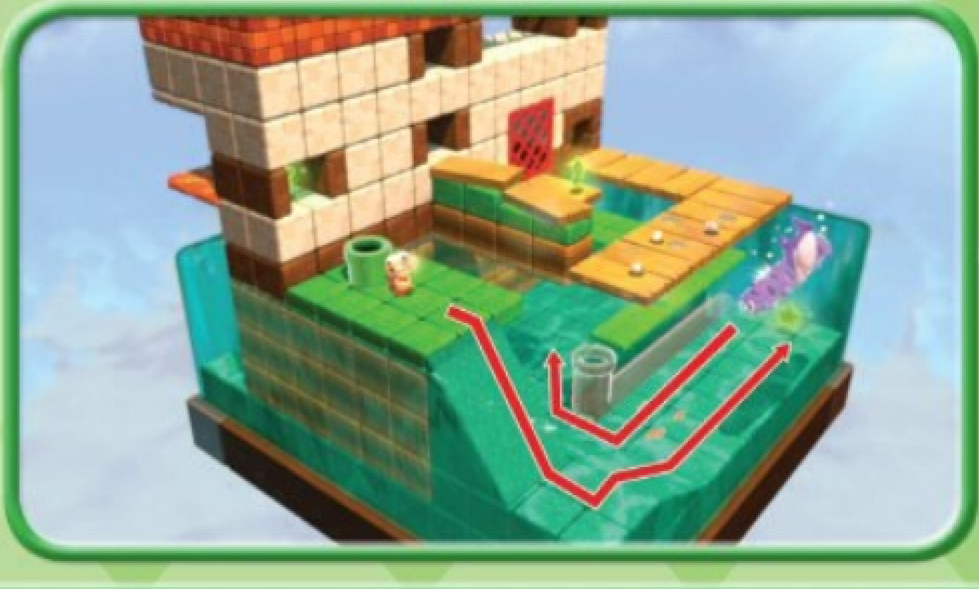
WORLD 3:
Captain Toad Makes a Splash

NOTE

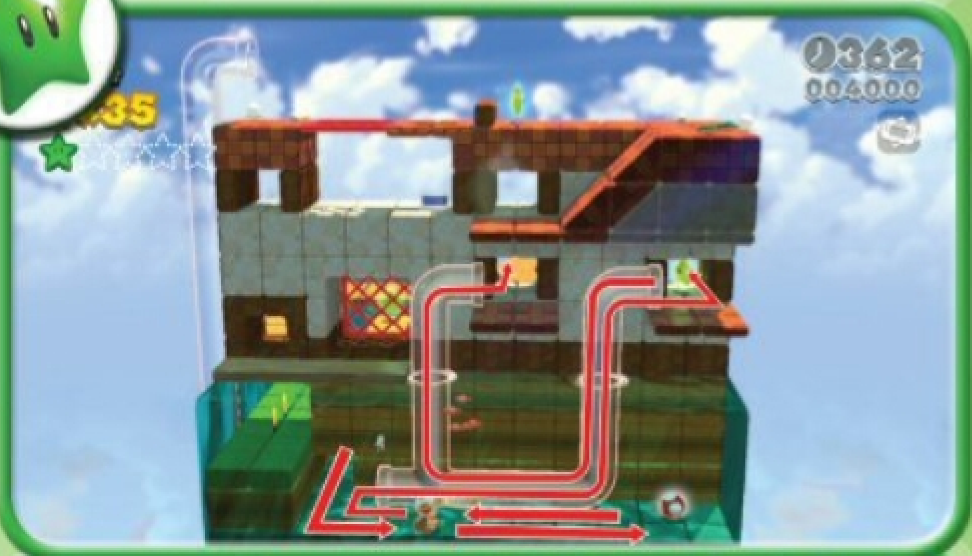
This Captain Toad level becomes accessible right after level 3-3.

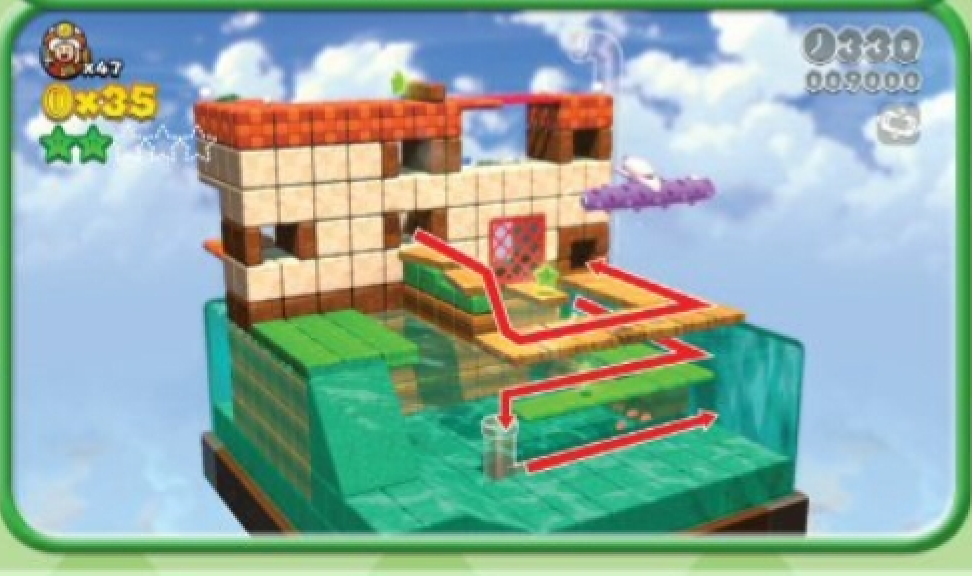
GREEN STAR #1

From where you start, walk down the ramp into the water, and make your way to the first Green Star you see. Be careful to avoid the Rammerhead—Captain Toad is not a very fast sprinter, and he can't swim, which only slows him down even more.

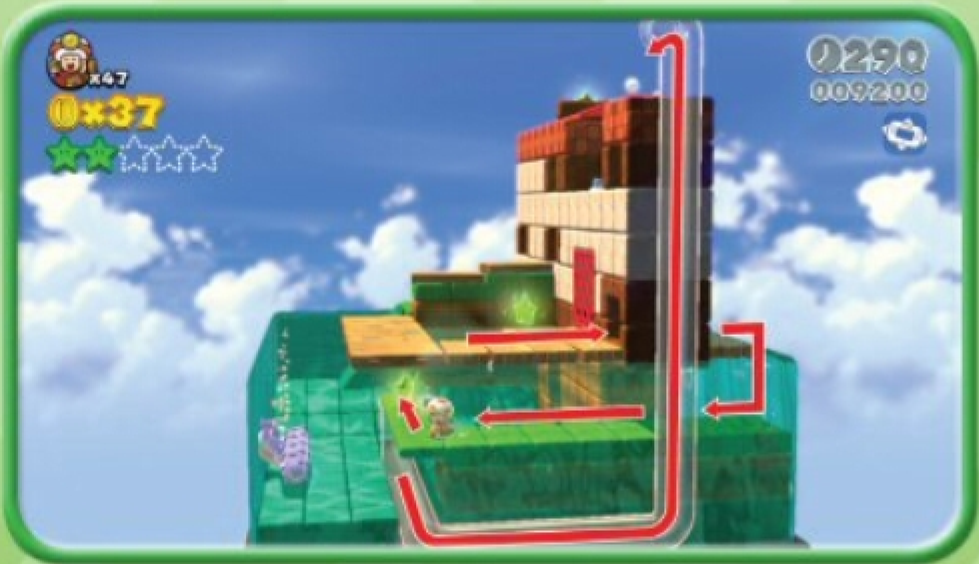


GREEN STARS #2 AND #3





Now, get to the other side of the Clear Pipe, and take the passage in the corner to get to the other side of the level. From there, you can take the Clear Pipe to reach another one of the Green Stars. Next, take the Clear Pipe up to the other exit you didn't use before, and turn the camera back around to the "front" of the level. Follow the wooden planks back round to the back of the level, and fall onto the raised grass platform.

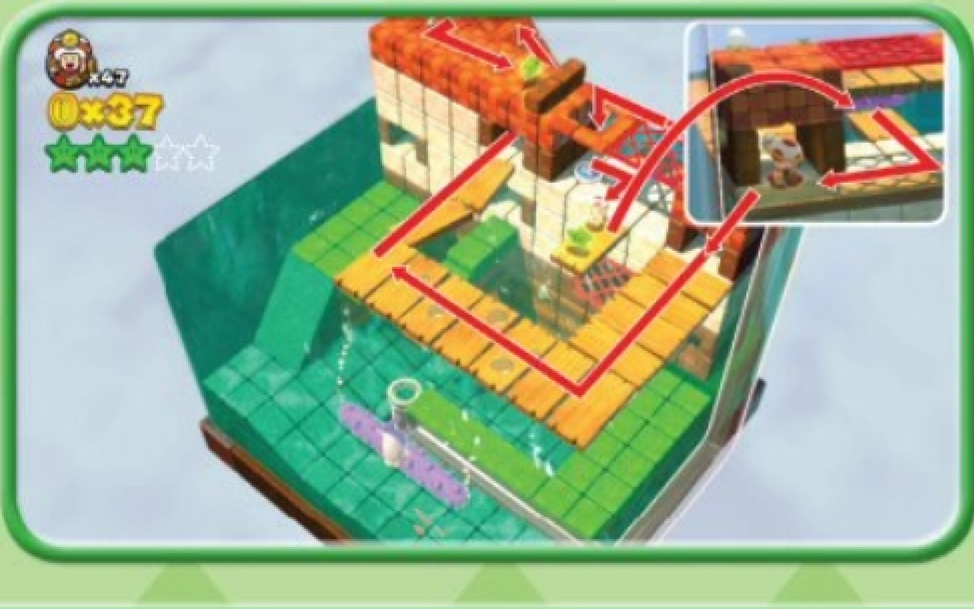


You can now follow the grass walkway to reach the third Green Star. Use the Clear Pipe just beyond the third star to reach the upper portion of the level.

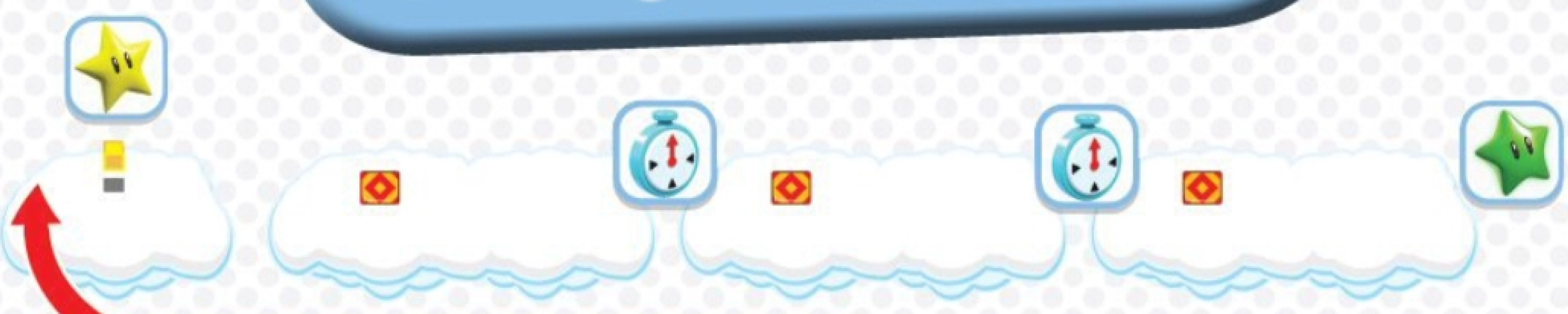
GREEN STARS #4 AND #5

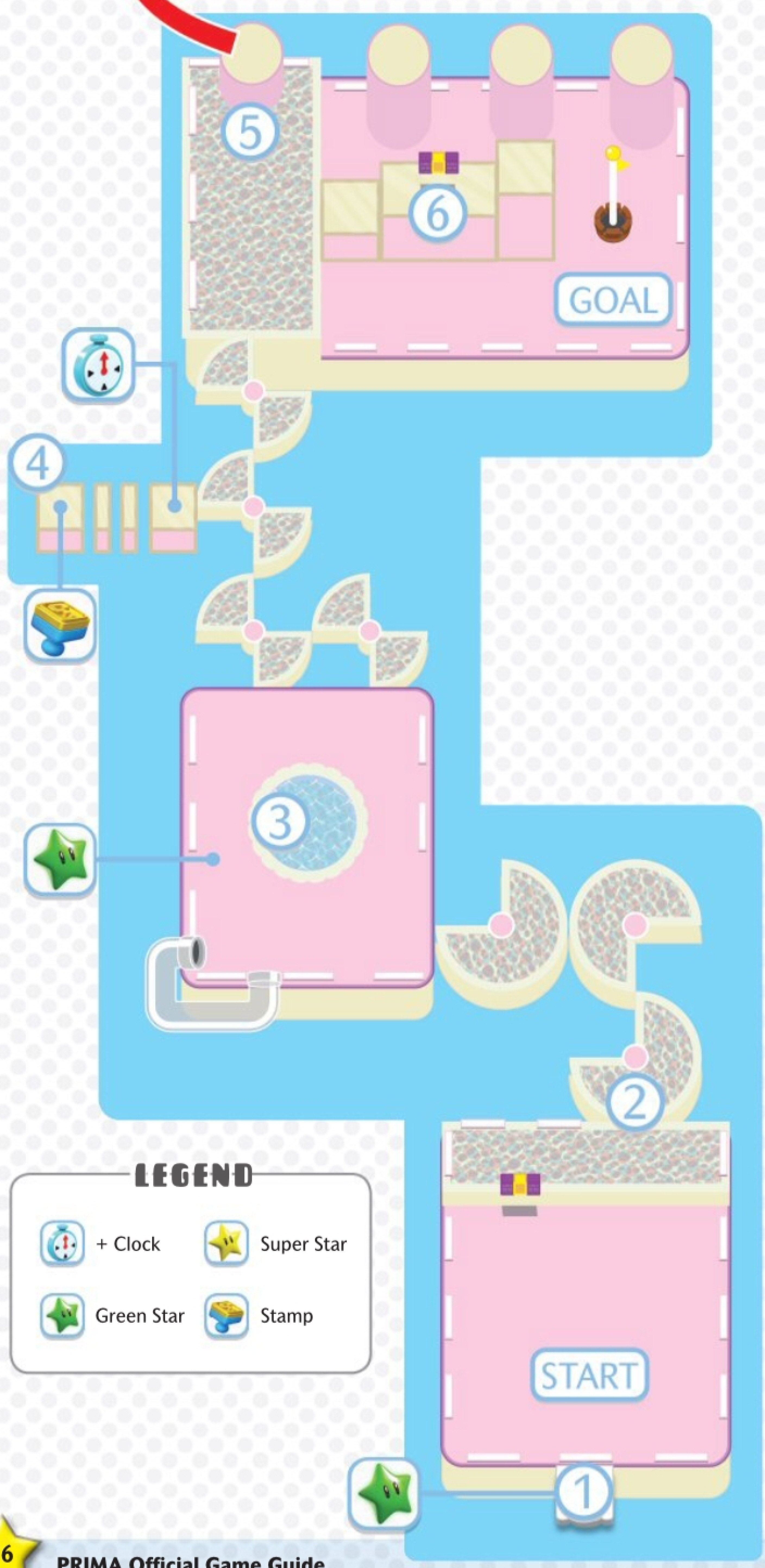
Fall onto the P Switch to raise the water level. The rising water will brings the fourth Green Star up to the ledge with the P Switch. This also raises the whole wooden walkway up to your current position.

Reaching the last Green Star is now a matter of following the newly raised wooden walkway around the level until you can reach the ramp that takes you to the star. This is complicated by the Rammerhead—It's still around, and it can ruin your day if you mistime the run across the wooden walkway.



WORLD 3-4:
Pretty Plaza Panic





This level works a bit differently from the other levels you've completed thus far. Here, you have only 100 game seconds on the clock to make your way through the whole level! Fortunately, you can collect + Clocks along the way to extend the time limit, but trying to collect the three Green Stars and the Stamp in one run can be a challenge!

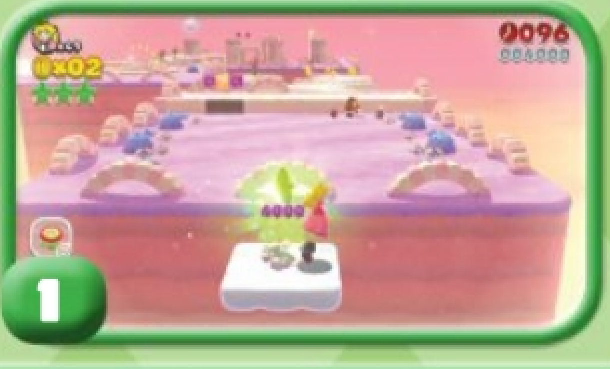
NOTE

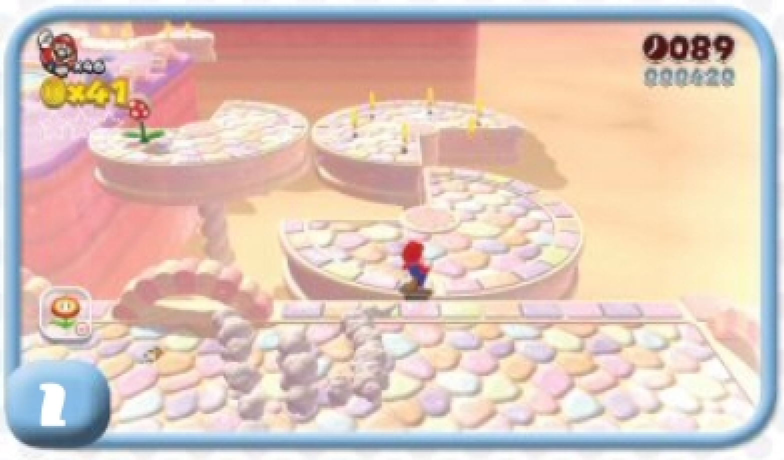
Peach Required!

You can easily collect all three Green Stars with any character, but if you want the Stamp, you'll have to come back to this level with Peach. A switch that only she can push reveals the Stamp early in the level.

GREEN STAR #1

The first star is placed deviously just off the camera behind the level's start. Simply walk toward the camera to reveal it. It's sitting on an invisible cloud platform, so it's safe to jump out to it.

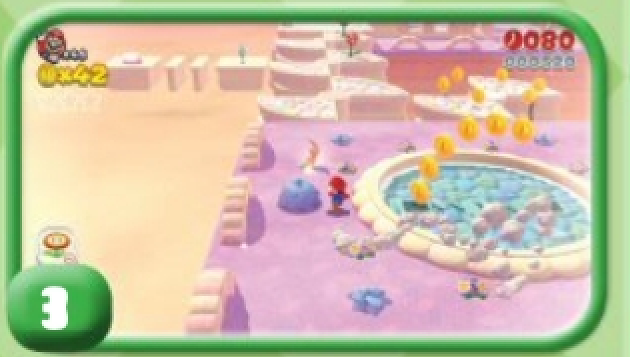




You're going to be sprinting for the vast majority of this level, and you start off next to a tough jumping test: rotating platforms with large sections cut out of them. If you're staying at a full sprint, you can easily make these jumps, so long as you time your crossing right.

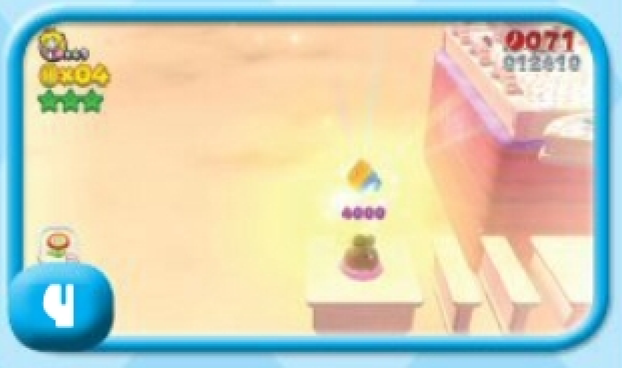
GREEN STAR #2

A Rabbit with the second Green Star hops out of the bushes near a Coin fountain. Keep up your speed and run this fuzz ball down as quick as you can!



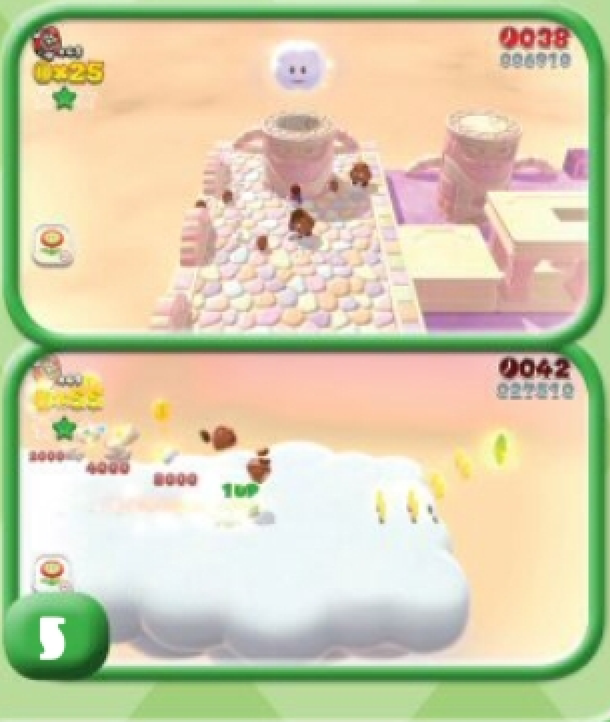
STAMP

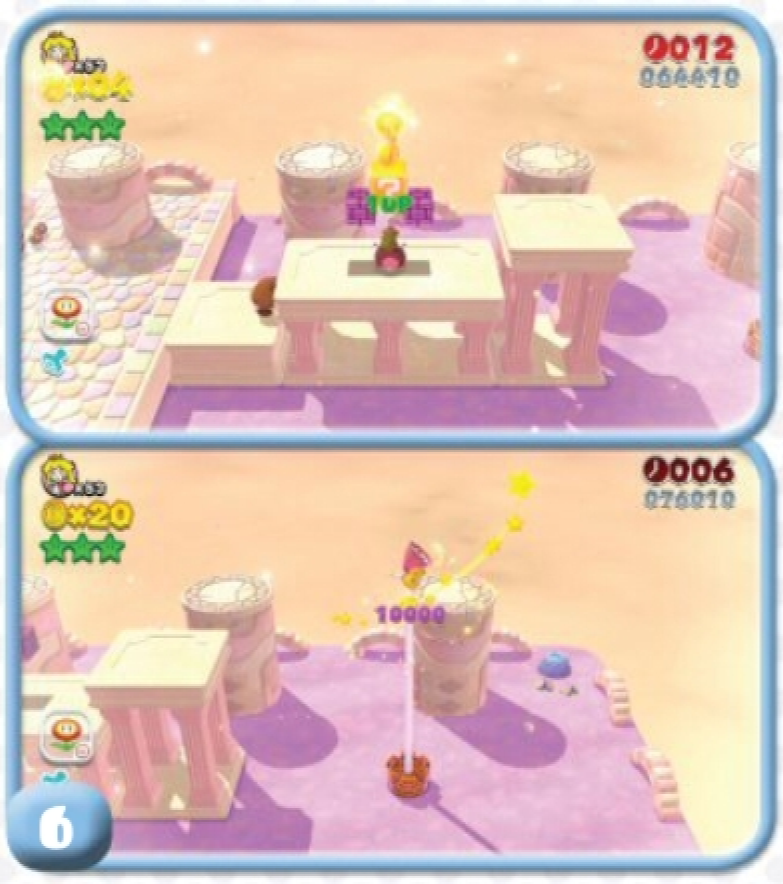
To the north is another large chasm bridged by more of those rotating platforms that are missing even larger pieces than the one before. Crossing it can be a challenge with most characters, but Peach's float makes things easier. In your rush, don't miss the small platforms to the left. They contain a Character Switch that will reveal the Stamp for the level.



GREEN STAR #3

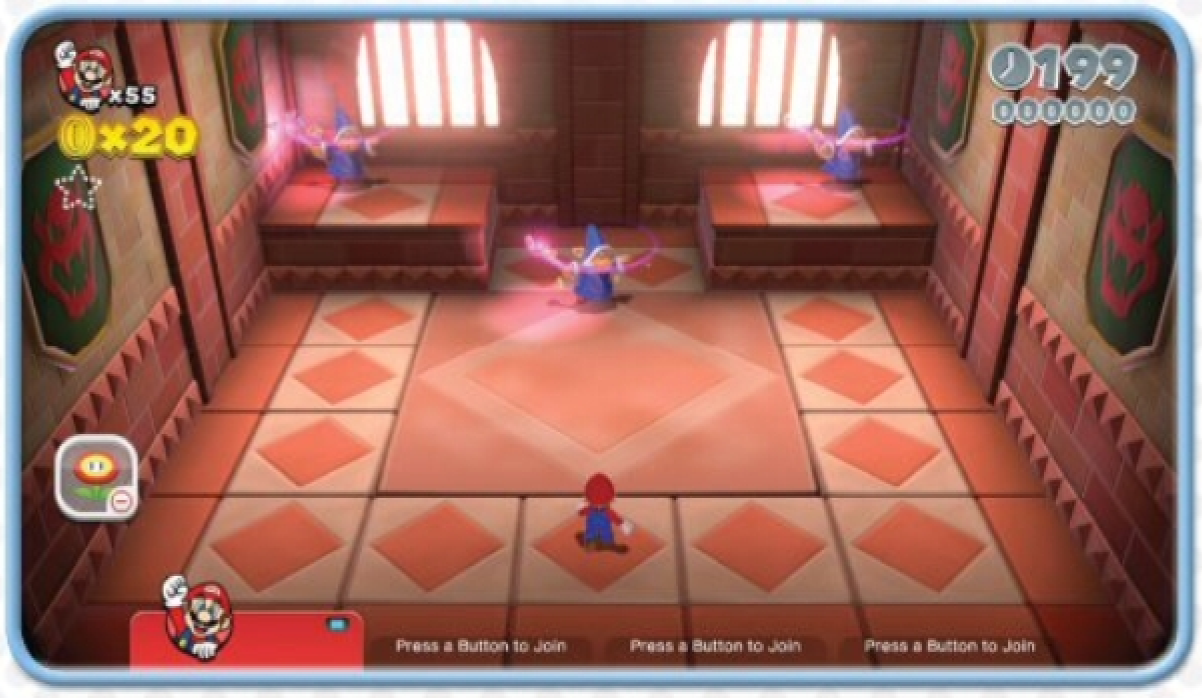
After surviving the second set of rotating platforms, a swarm of Mini Goombas and Goombas try to stop your from reaching this Cloud Cannon. You're sent to another cloudy paradise that provides you with a Super Star, Dash Panels, and plenty of Goombas to squash. Don't miss the final Green Star at the end of the run!

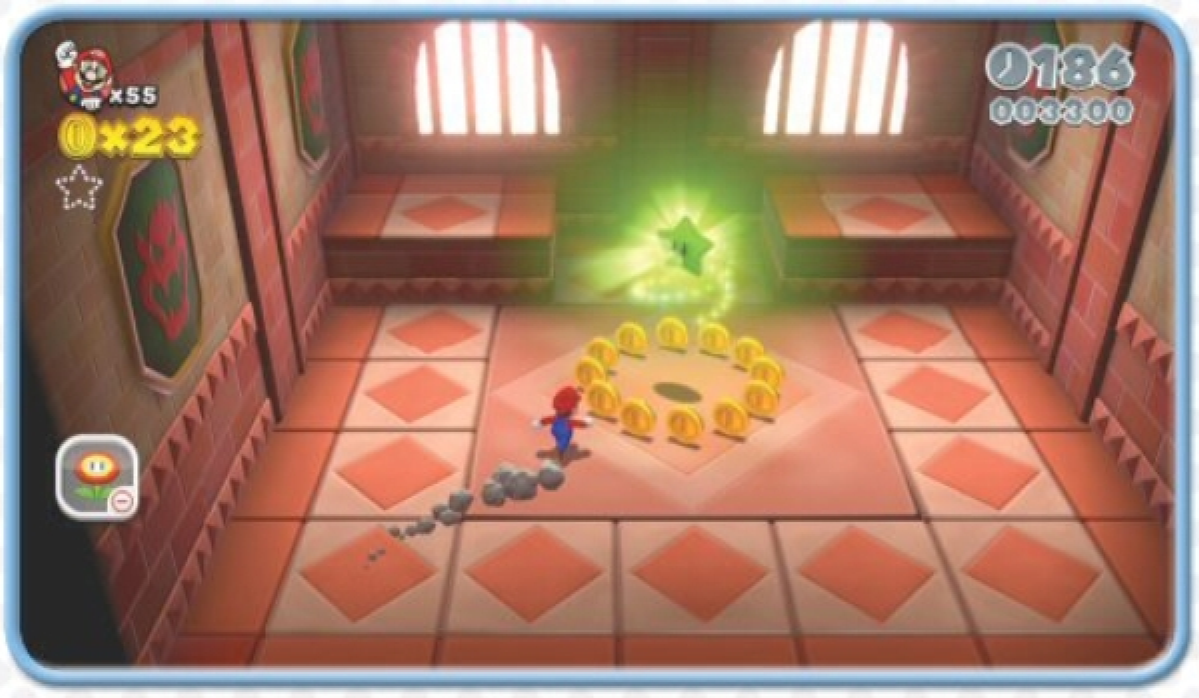




Just before you reach the Goal Pole, you encounter an ? Block that contains an infinite number of Coins. This is a trap! Remember that you started this level with a mere hundred ticks on the clock.. You probably don't have a lot of time left at this point! Beating this level unlocks 3-A.

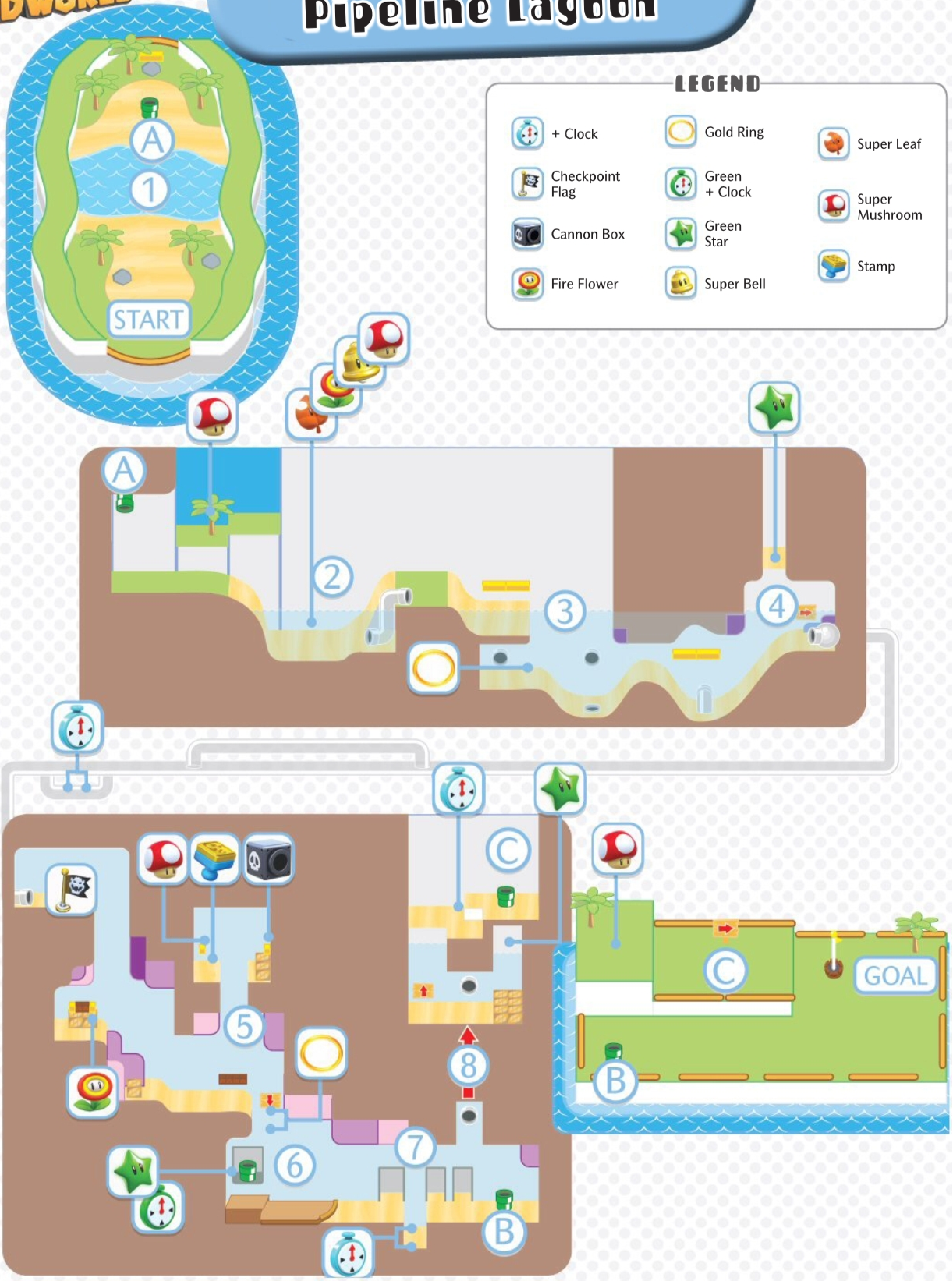
WORLD 3-A:
Magikoopa Blockade





Magikoopas are actually pretty easy to deal with. They will hover in place, fire a magical blast, and then teleport to a new location. The wind up for their magic blast is long enough that you can easily dash up to one and bop it on the head with a jump, or shoot it with your own ranged attacks if you have the right Power-Ups. If the Magikoopa escapes with teleports, it leaves behind a trail that shows exactly where they will appear next, meaning you can surprise them the moment they become vulnerable again.

WORLD 3-5:
Pipeline Lagoon


A
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A
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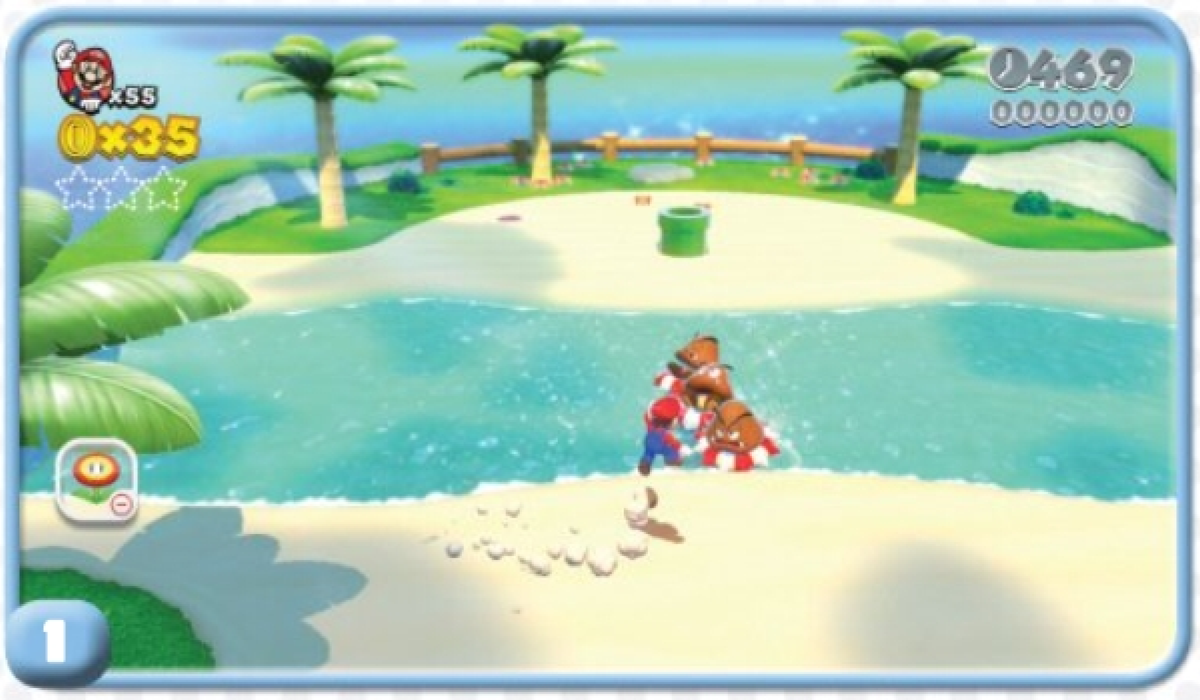
C
B
GOAL

LEGEND

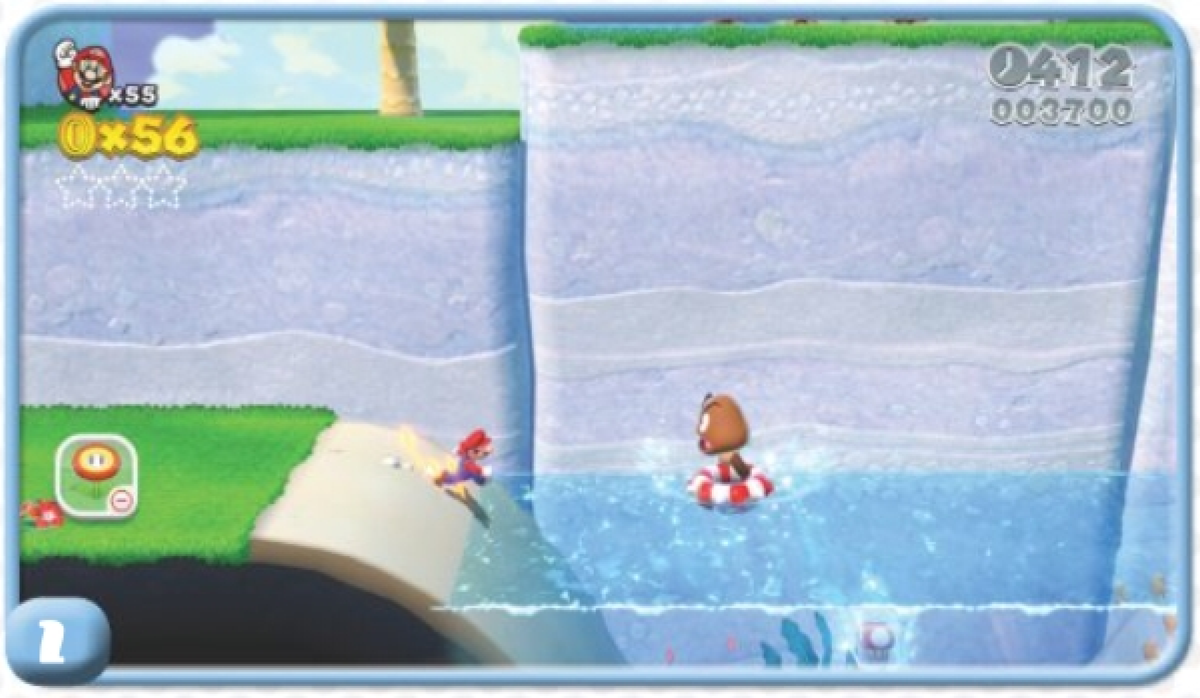
- + Clock
- Checkpoint Flag
- Cannon Box
- Fire Flower
- Gold Ring
- Green + Clock
- Green Star
- Super Bell
- Super Leaf
- Super Mushroom
- Stamp

Bring A Fire Flower!

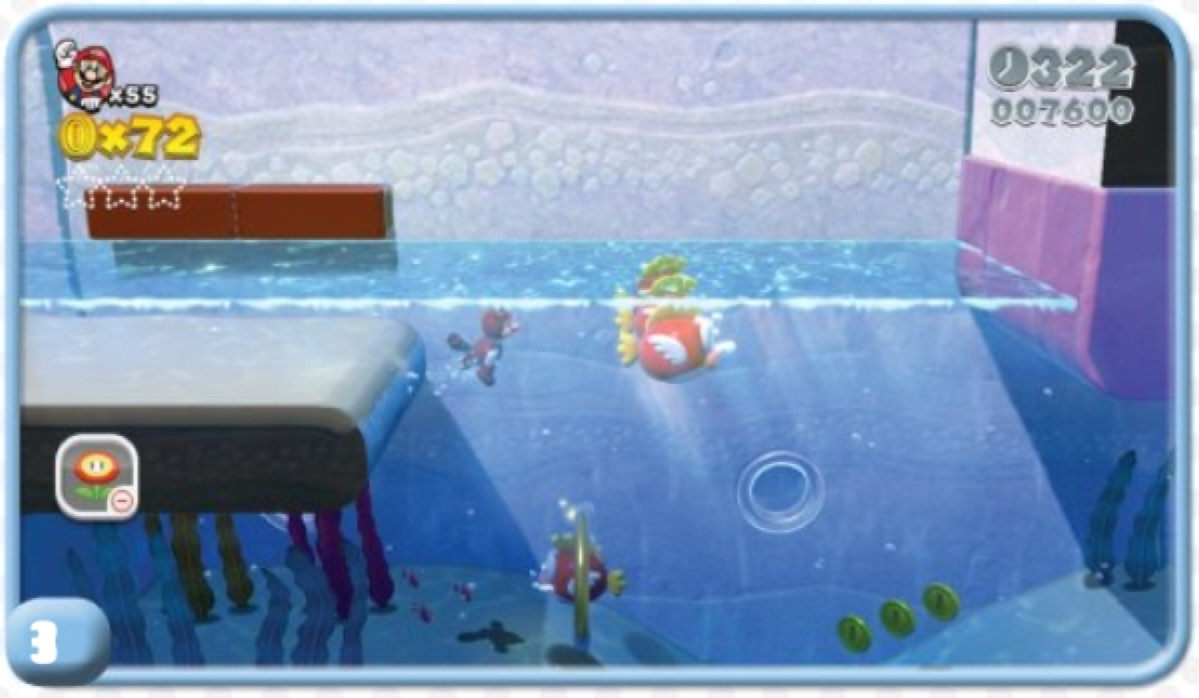
If you can manage to do so, bring a Fire Flower to this level. It's one of the best ways to get through swimming sections filled with enemies, which is what you're going be doing in this level. The Tanooki Power-Up isn't a bad idea either, but it's riskier to use against enemies in the water.



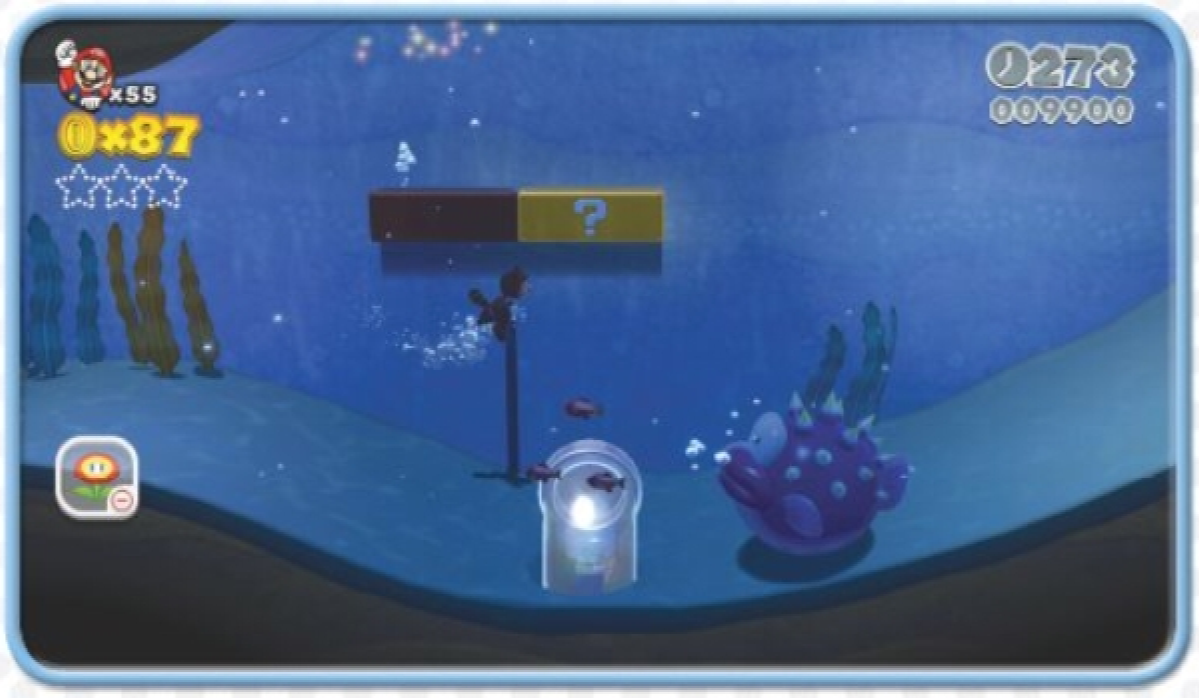
The first enemies you encounter in this level is a trio of Goombas on inner tubes. Bounce across them and take the pipe to the next section.



The side scrolling segment begins with you in front of a large pool of water guarded by another inner tube Goomba, and below it is a Roulette Block. You can explore this place if you like, but the Green Stars and the Stamp are further in this level.



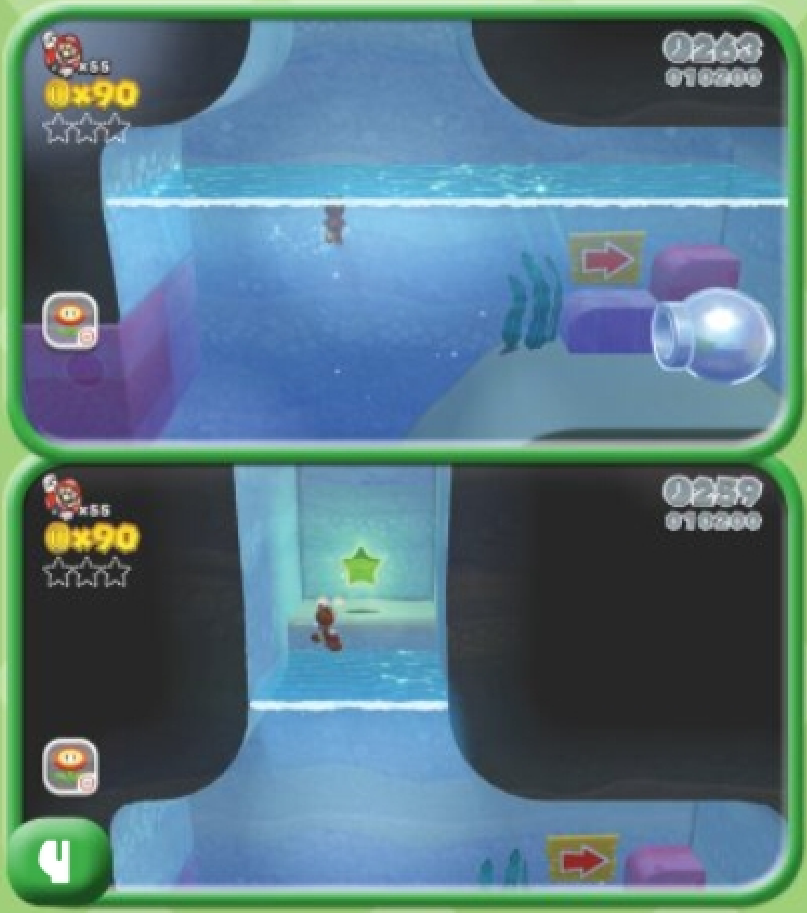
Cheep Cheeps patrol the waves at the larger body of water you encounter. This marks the start of the big swimming section. The Clear Pipes below these Cheep Cheeps don't lead to any of the collectibles, so ignore them.



The bigger threat here is the Porcupuffers. They are big and surprisingly fast for their size. It's best to knock them out from a safe distance or just avoid them altogether.

GREEN STAR #1

After you get past the Porcupuffers, you encounter a Clear Pipe leading to the next area. Ignore it for now, and instead let the waters take you up toward the roof of the cave, up to a small ledge holding the first Green Star.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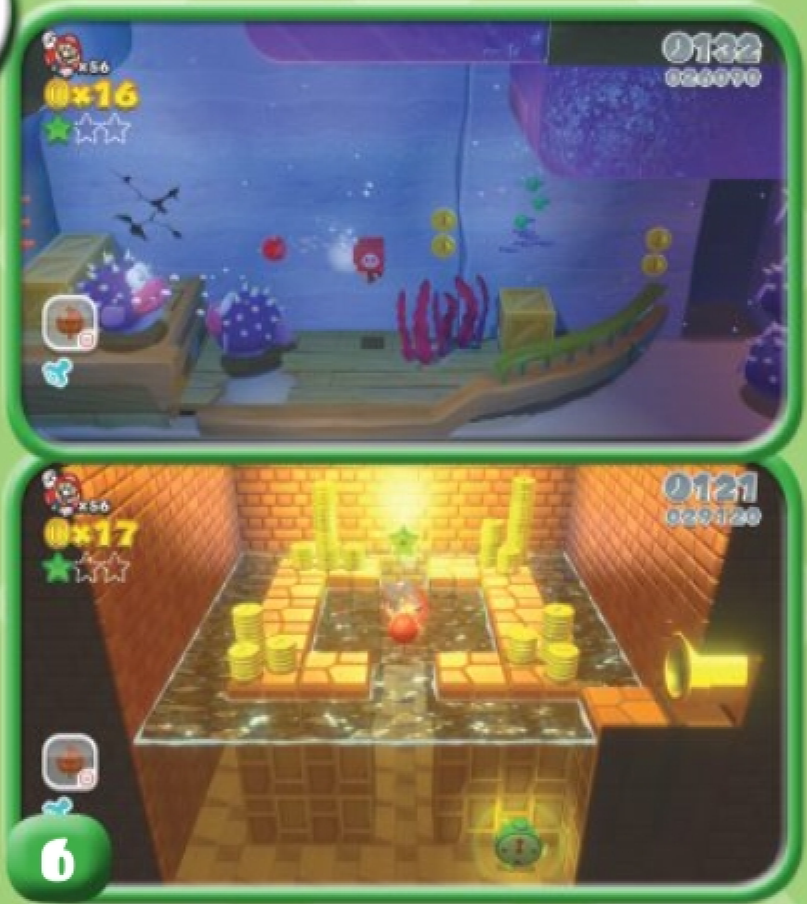
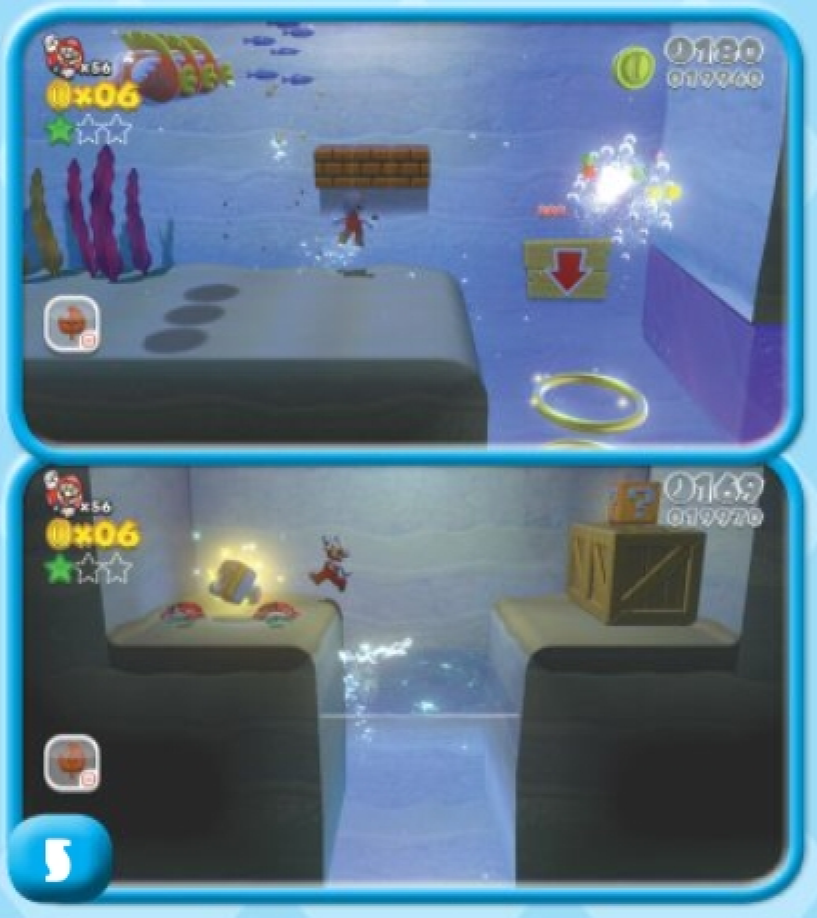
GREEN STAR #2


6

With the Stamp collected and the Cannon Box equipped, follow the sign down through the Gold Rings into the next section. Two Porcupuffers patrol the area near a cracked section of the wall. Opening up that wall with the Cannon Box reveals a pipe that takes you to a bonus chamber filled with Coins and the second Green Star.

STAMP

The waters beyond the Checkpoint Flag are filled with Cheep Cheeps. As you swim forward, you come across a sign pointing in the direction you're supposed to go. Ignore it for now and swim up toward the roof of the cave to reach a hidden side chamber that contains the Stamp. More importantly, this chamber contains an ? Block that transforms into the Cannon Box. Keep that hat on for the rest of the level, by any means necessary!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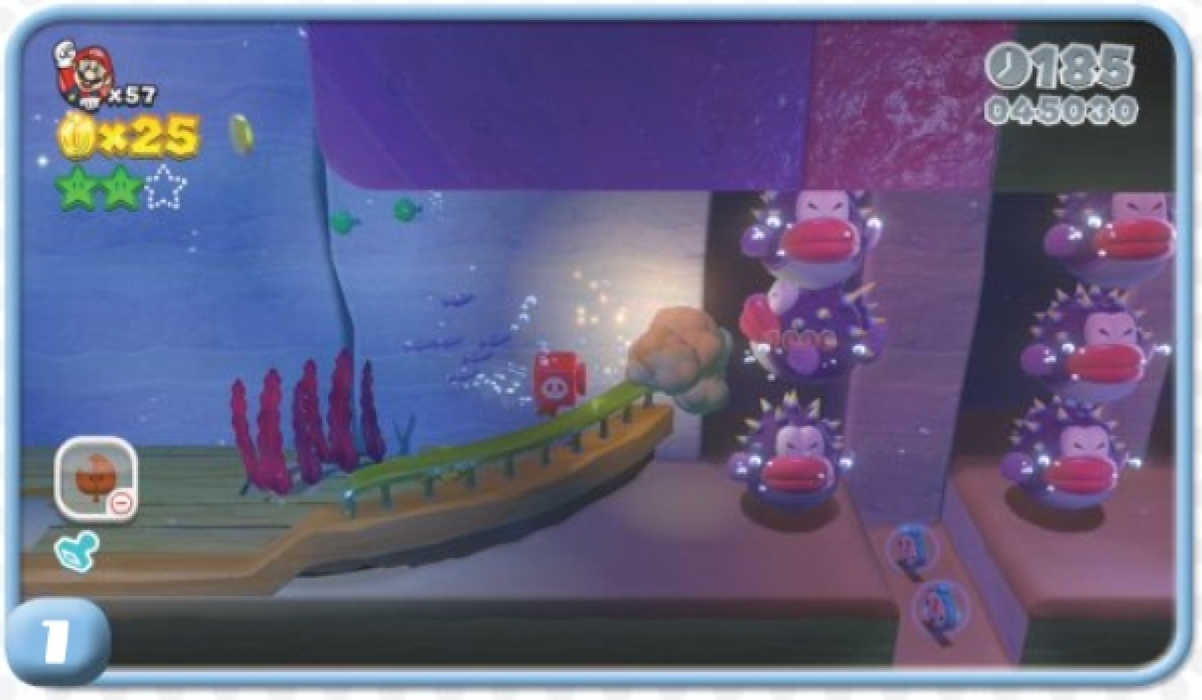
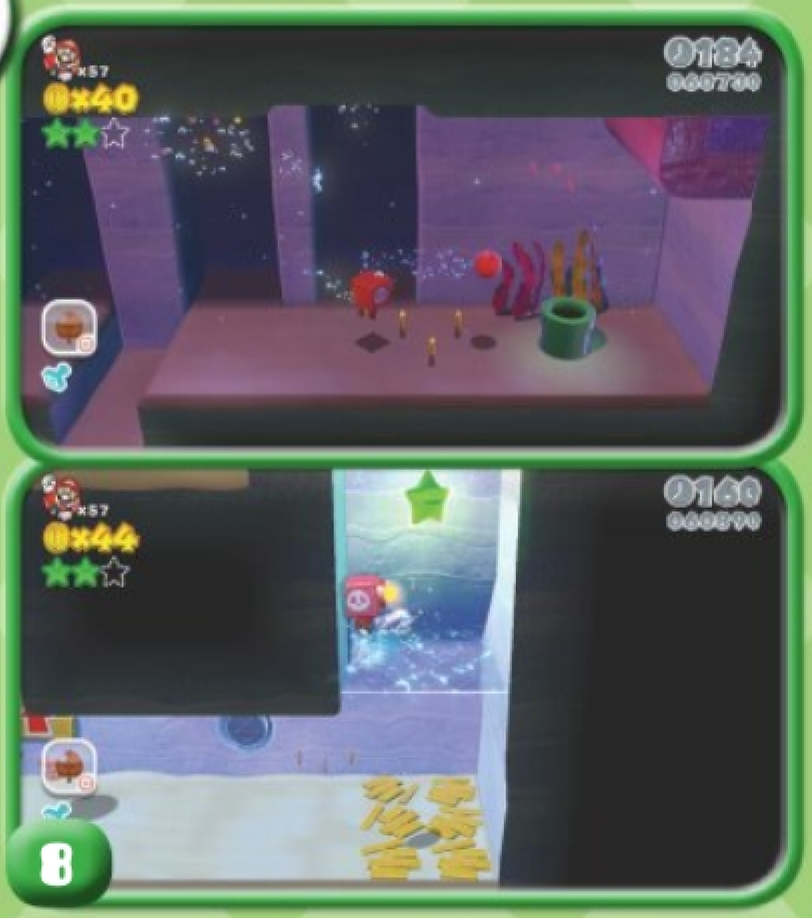
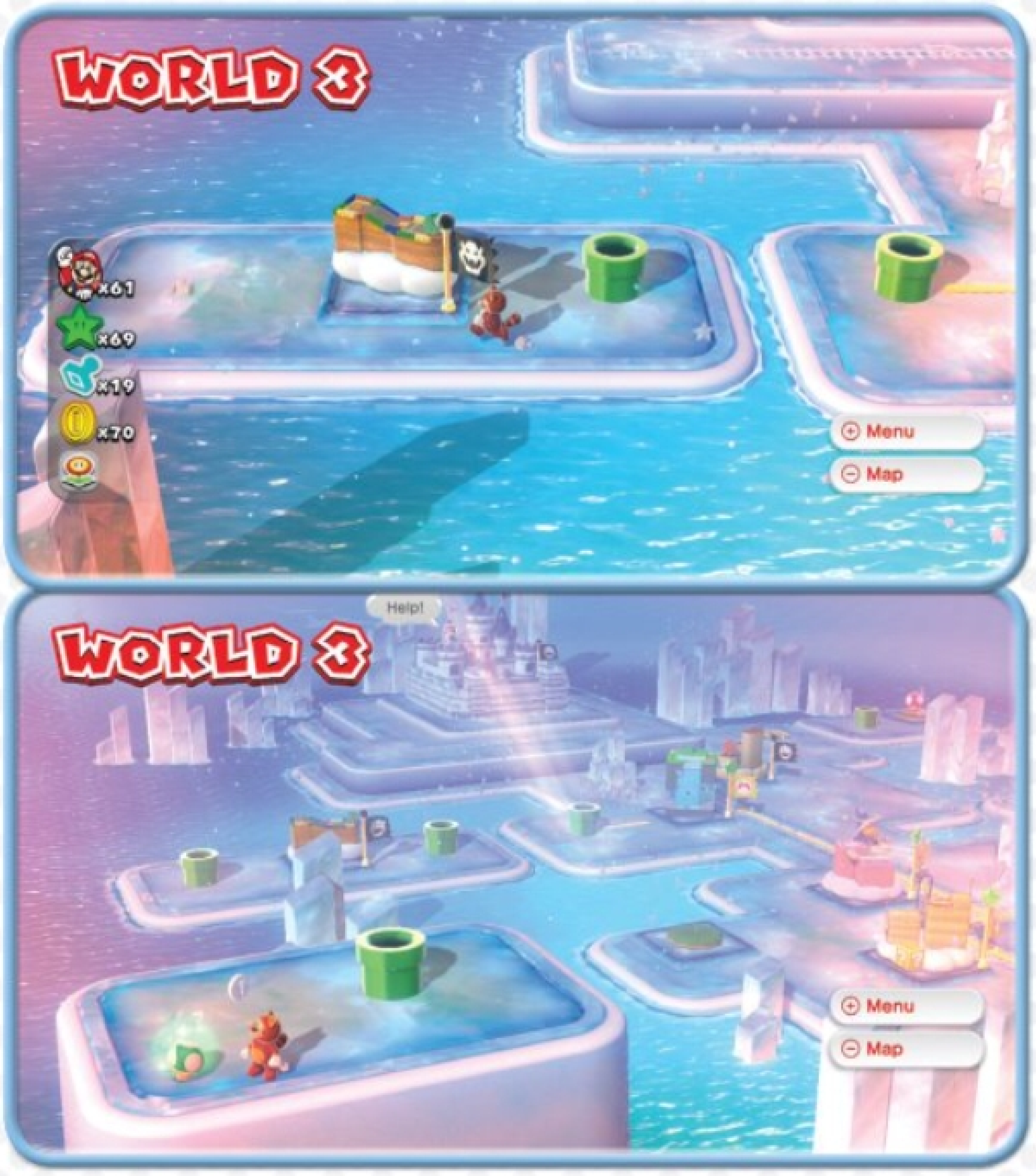

7

Three columns of Porcupuffers block this section of the cavern. Blast them with the Cannon Box if you can!

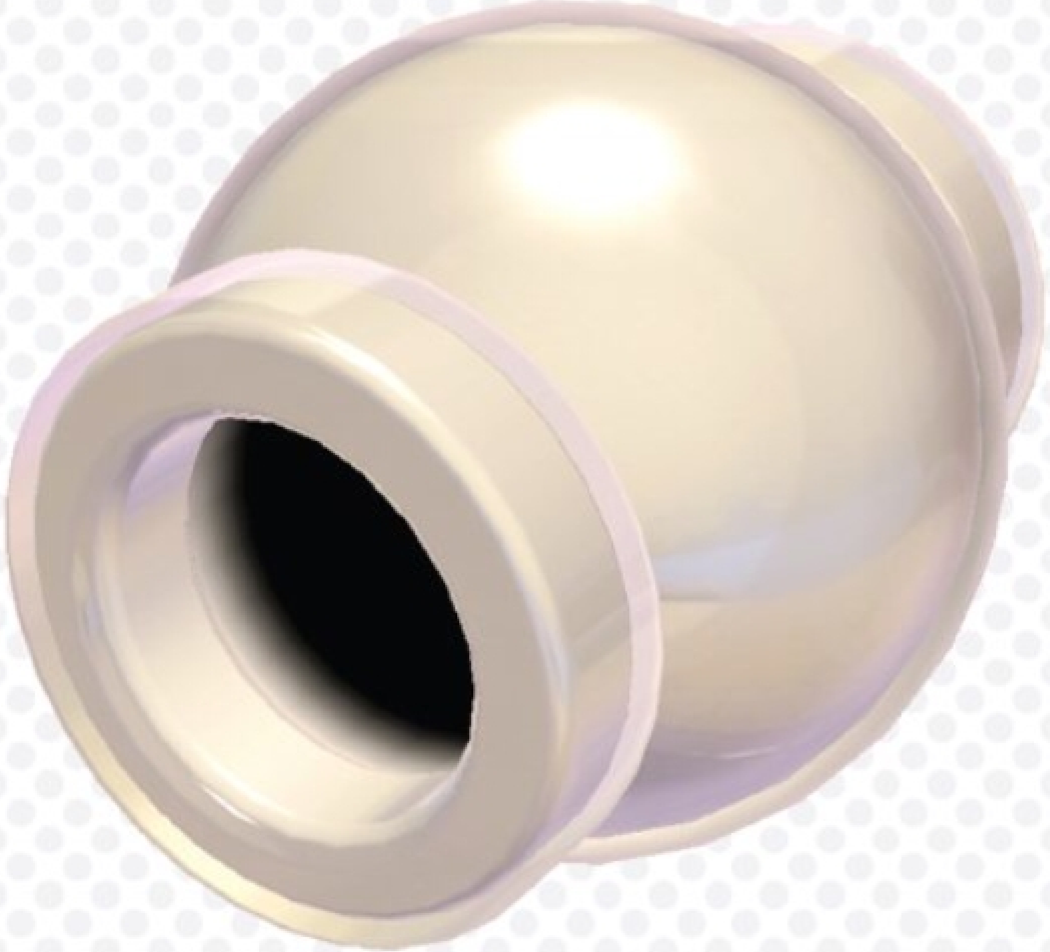
GREEN STAR #3



Don't take the first pipe you see here; it will cause you to miss the third Green Star by warping you straight to the end of the level. You can swim up the third alcove that the Porcupuffers occupied to find a hidden area. Enter the Clear Pipe that you find, then take the passage to the right above the wooden crates to locate the star. This side area will ultimately put you in a better position to reach the top of the Goal Pole.

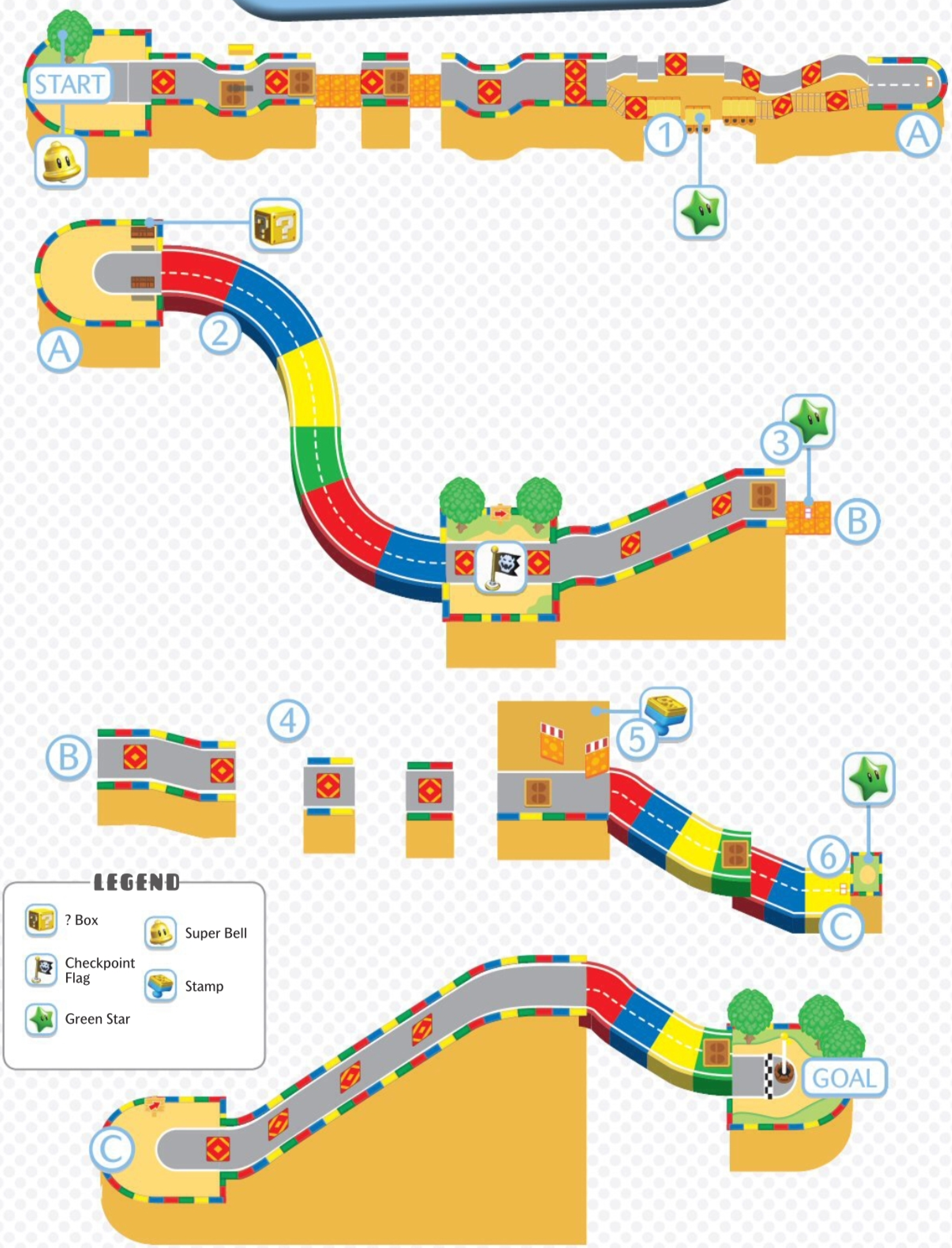


After beating 3-5, you unlock a pipe that leads to 3-6, and a direct path to 3-7. On the other side of 3-6 is a patch of ground you can investigate to reveal another pipe that will take you to a 1-Up and give you a nice view of World 3.



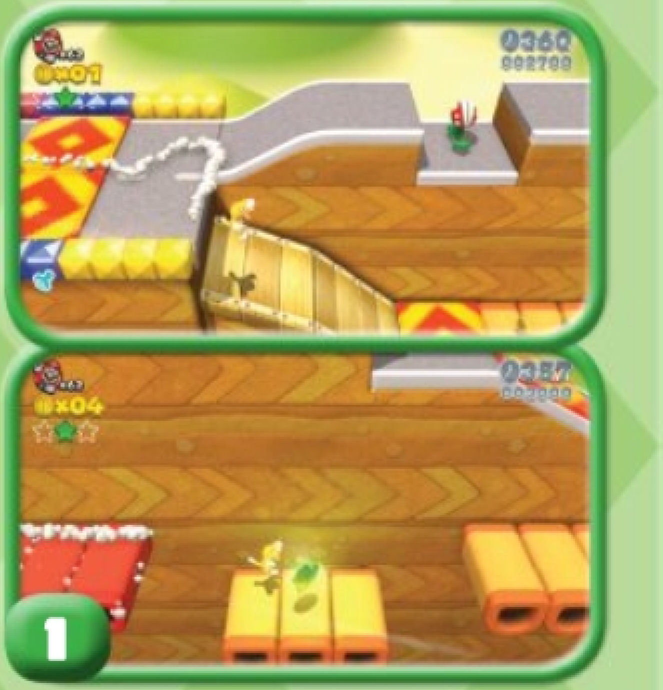
WORLD 3-6:

Mount Must Dash

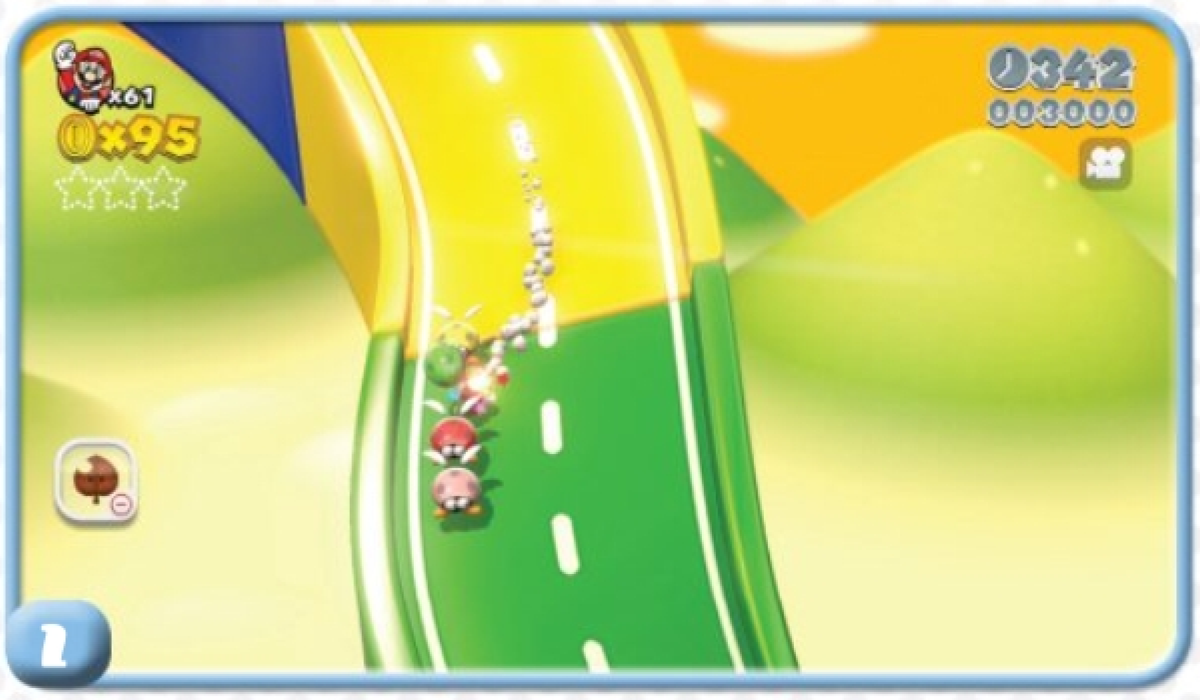

START
1
A
A
2
3
B
B
4
5
6
C
C
GOAL
LEGEND
? Box
Super Bell
Checkpoint Flag
Stamp
Green Star

At the start of this level, climb up the tree to reveal a Super Bell. The Cat Power-Up can help with retrieving the last Green Star, so do what you can to preserve it for that purpose. Once you get started, this is a very fast-paced level, with Dash Panels and tricky jumps combining to make it easy to pass up collectibles.

GREEN STAR #1

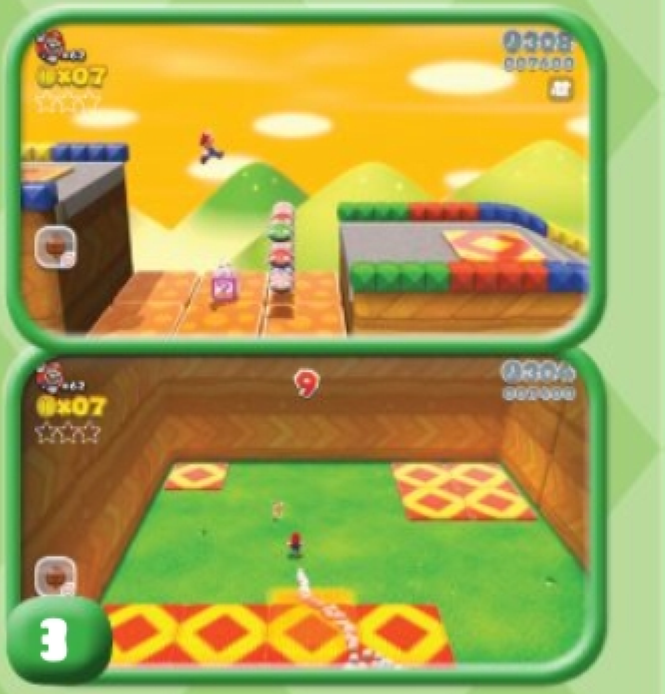


After the opening gauntlet of Dash Panel jumps, you're given a choice of lower or upper routes. The upper route is safer (despite the Piranha Plants and Para-Biddybuds that get in your way), but the lower route has the first Green Star. While running over the Donut Blocks, you might feel the urge to jump to stay safe, but if you've been hitting Dash Panels, your momentum will likely carry you over the star. Fall onto its platform, then make the jump to safety.

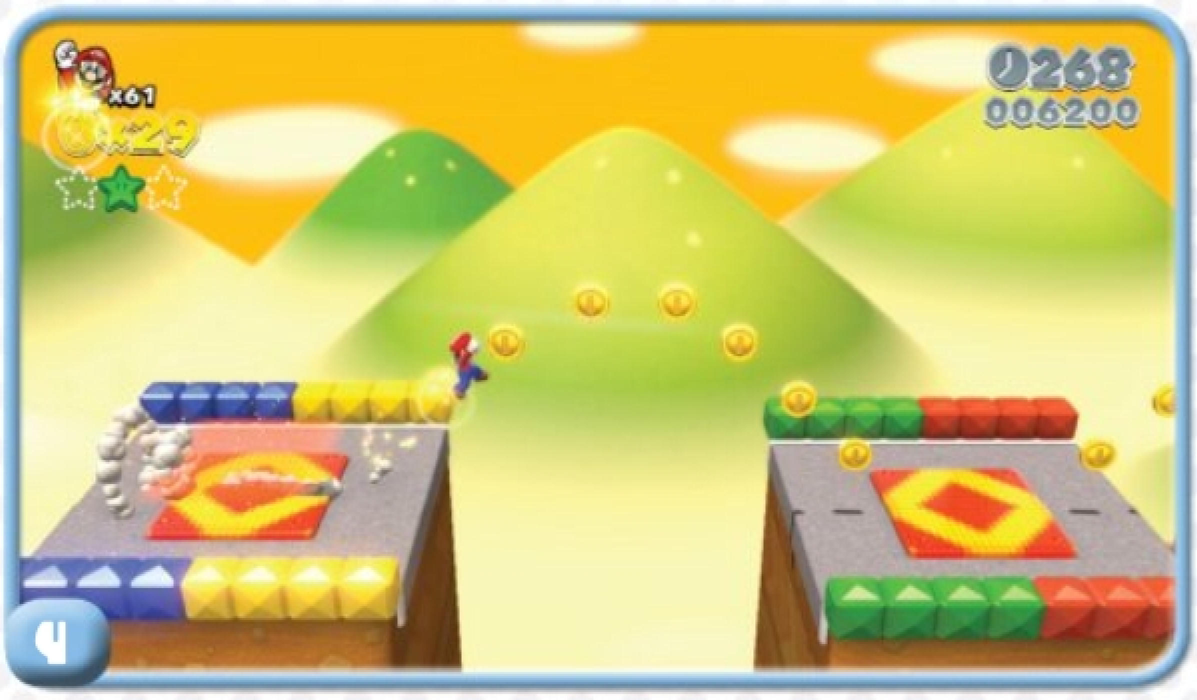


If you crouch on this part of the track, you'll be able to slide through the Para-Biddybuds without getting hurt.

GREEN STAR #2



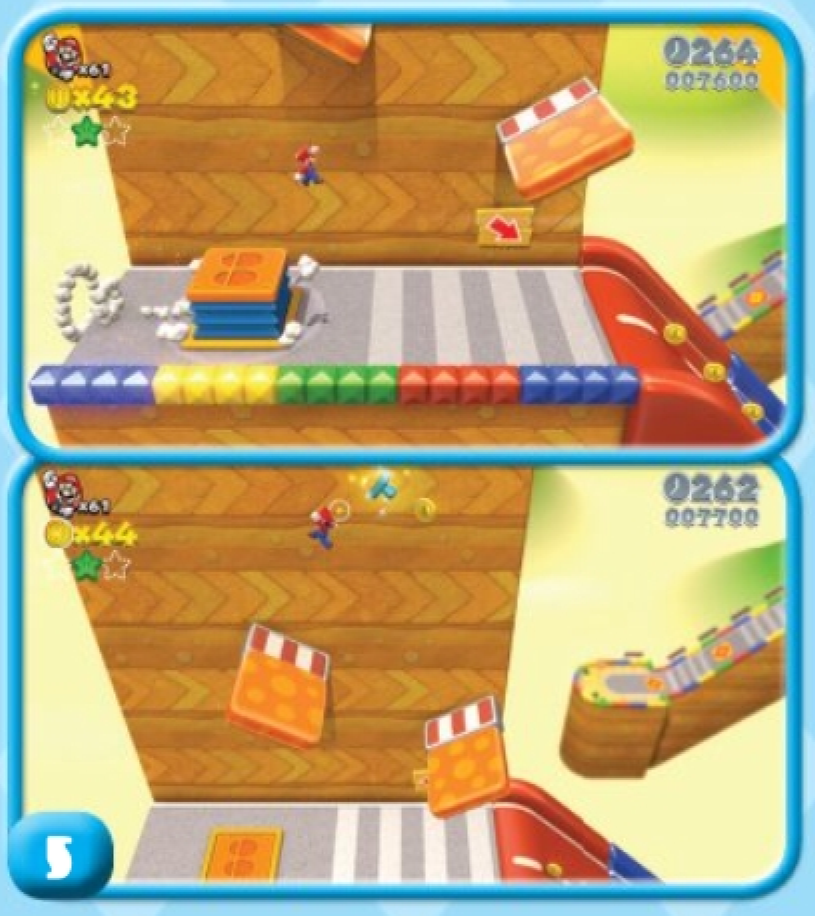
Shortly after the slide, you'll reach a part of the track that has a massive gap guarded by a swarm of Para-Biddybuds. If you drop into that gap, you'll find a Mystery Box that will take you to a bonus room where you can earn the second Green Star. In this room, you'll have to use Dash Panels to catch a Rabbit within 10 game seconds.



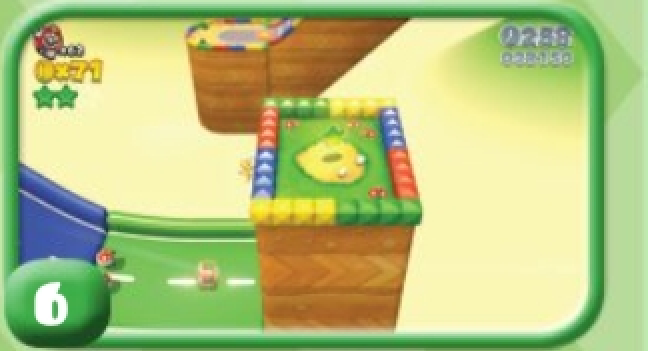
You're not out of the woods yet. These jumps require using the Dash Panels while being accurate with the timing of each jump.

STAMP

Next is a Jump Panel next to a large wall. Use that panel to launch yourself up to a higher series of Mushroom Trampolines to reach the Stamp.

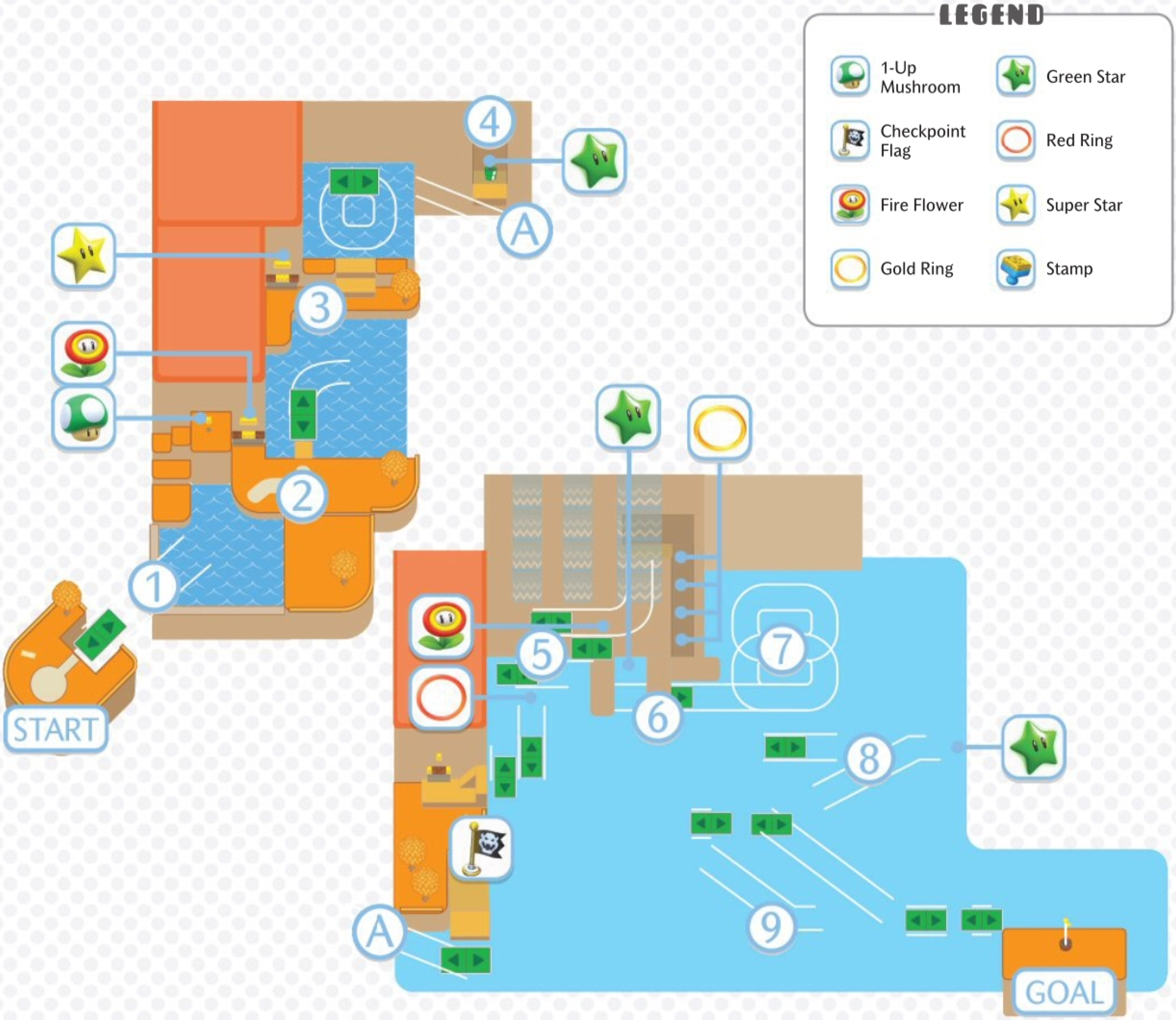


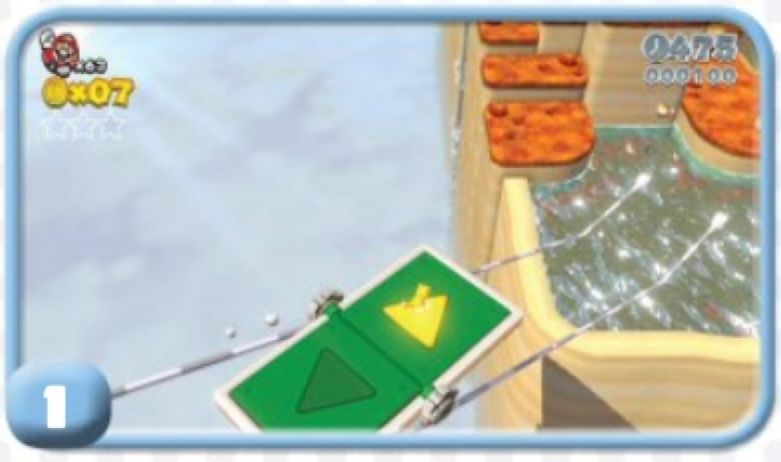
GREEN STAR #3



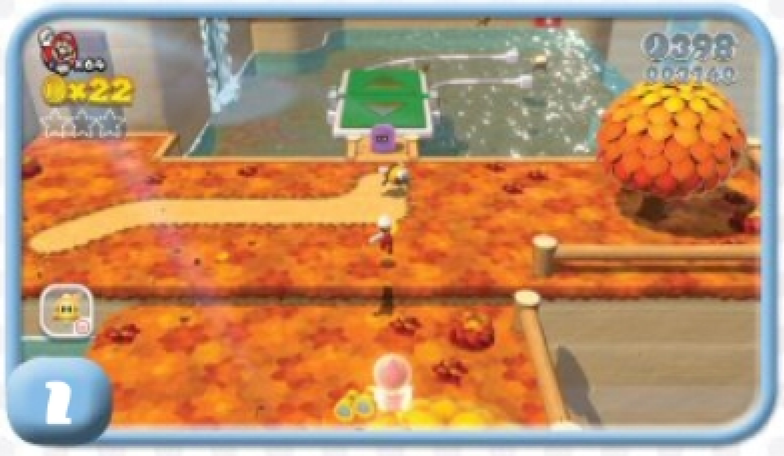
At the bottom of the last hill, just past a pair of Piranha Plants, is the Warp Box that will take you to the Goal Pole area. With the Cat Power-Up, you can climb up the wall behind the Warp Box to reach the final Green Star.

WORLD 3-1:
Switchboard Falls

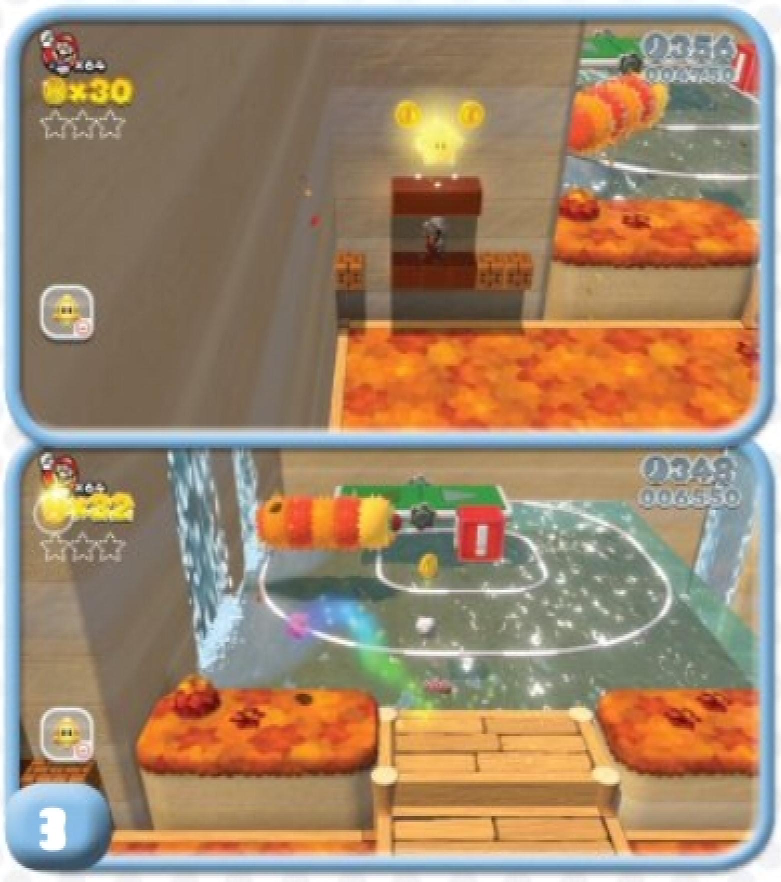

LEGEND
1-Up Mushroom
Checkpoint Flag
Fire Flower
Gold Ring
Green Star
Red Ring
Super Star
Stamp
START
1
2
3
4
A
5
6
7
8
9
A
GOAL



Brace for some frustration: You'll be navigating large portions of this level by Switchboard, and for a good part of that you'll be over bottomless chasms. You control the direction you want to go on the tracks by standing on the appropriate arrow. Of course, when you're trying to go up hill, the Switchboards are slowed down immensely.

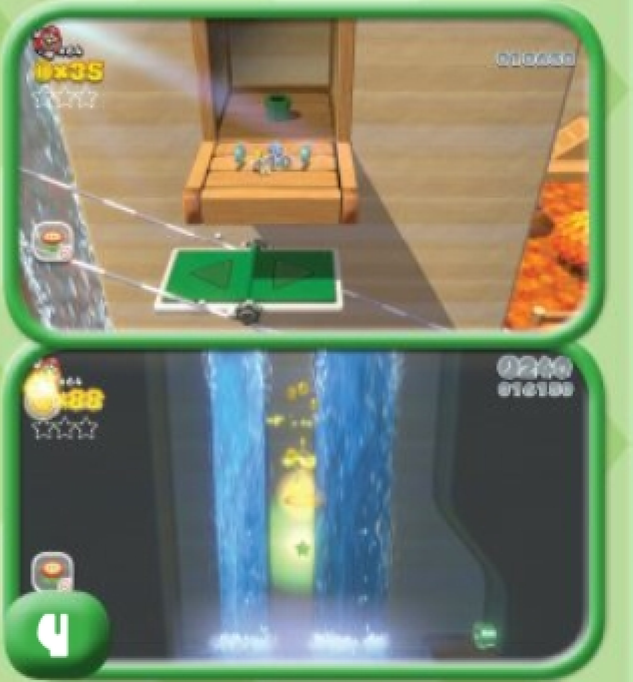


As you approach the second Switchboard, watch out for the Fizzlits. When they flatten themselves along the ground and turn yellow, they can stop any jump attack. Use a Fire Flower to beat them in that state.



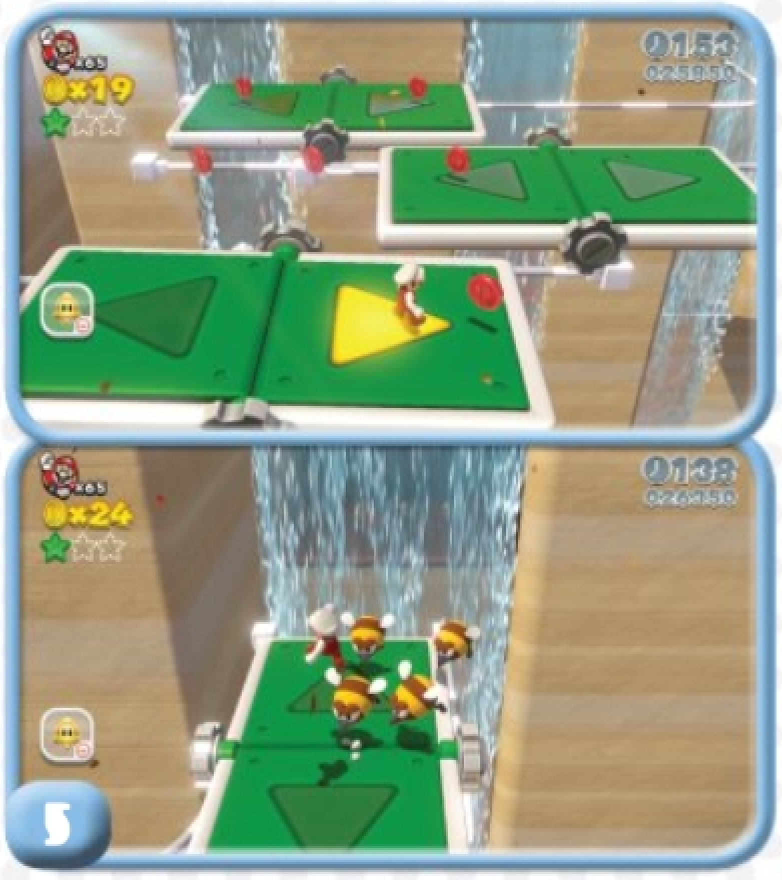
Eventually you have to use a Switchboard to hit a Switch Block that creates new tracks that you use to move farther into the level. Watch out for the Fuzzlers also on the tracks. It's possible use a nearby Super Star to destroy the Fuzzler.

GREEN STAR #1

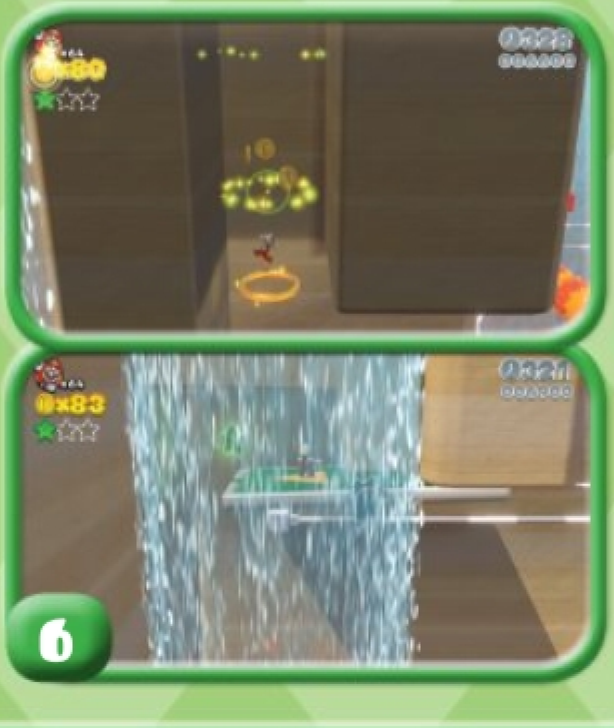


The third Switchboard you use is directed onto a downhill track. On the way down you can jump into a small alcove with a pipe to dive into. Inside the mountain, you land on a set of Donut Blocks that inevitably fall. Follow the trail of Coins down this chasm so that you can make sure you collect the Green Star. You land safely in a pool of water next to the pipe that will get you back outside.

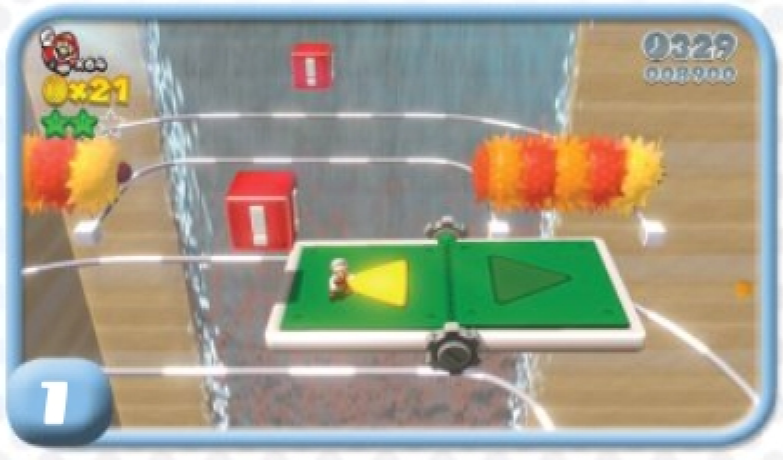
This series of Switchboards can be tough to navigate, especially while trying to collect all the Red Coins from the Red Ring. It's best to take this section cautiously at first. Be mindful of the Stingbies that populate the last set of tracks leading to the next section.



GREEN STAR #2



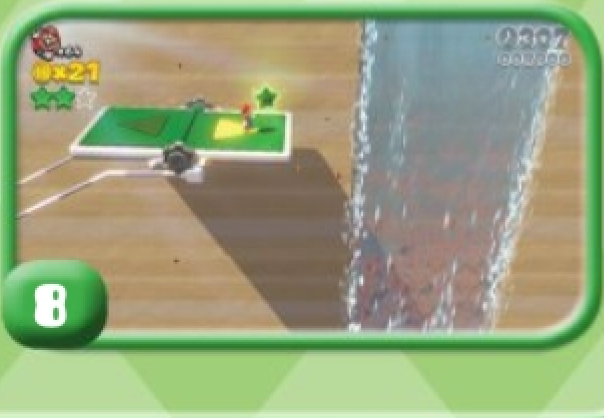
After the Stingbies swarm, you enter a cave beyond a waterfall. Fall down the shaft on the right, through all the Gold Rings, until you land on a Switchboard. You can actually head to the left, ducking under the wall as the Switchboard moves, to reach Green Star #2.



This can be a tricky section. You've got to hit the Switch Block switches to bridge the tracks that your Switchboard will follow, all the while avoiding Fuzzlers.

GREEN STAR #3

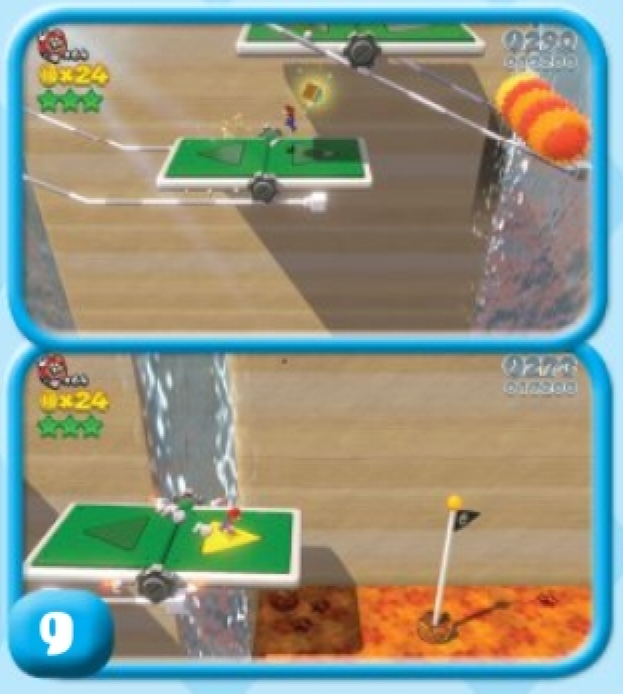
After you hit the third switch, the track deposits your Switchboard onto another set of tracks far below. Keep pressing onward until you reach a sloped set of tracks. Force the Switchboard to make the climb, dodging the Fuzzler that tries to ram you, until you reach the third Green Star.



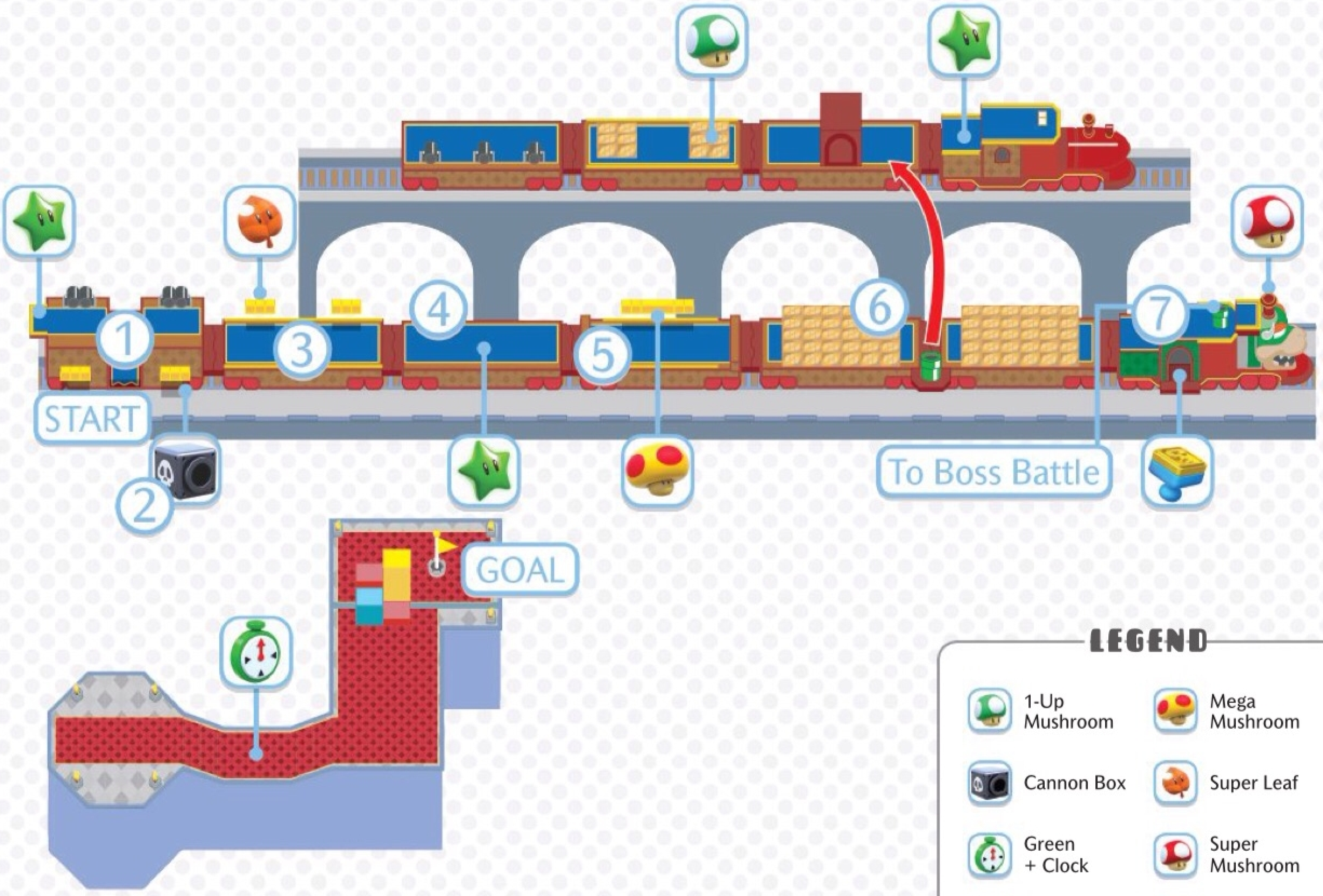
STAMP

With the last Green Star collected, control the Switchboard so that it goes as far to the left as possible. Eventually you reach a set of tracks that you might accidentally pass over. This low set of tracks delivers you straight to the Stamp, and also leads you close enough to another Switchboard where you begin the final stretch. It's a tricky last set of jumps, but patience and precision will get you to the top of the Goal Pole.

Beating 3-7 not only grants you access to the castle, but also opens up a side route to a pipe that takes you to a Toad House.



WORLD 3-CASTLE:
The Bullet Bill Express

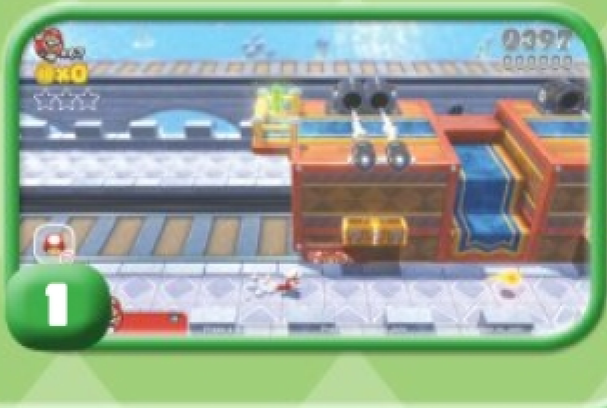

START
1
2
3
4
5
6
7
To Boss Battle
GOAL

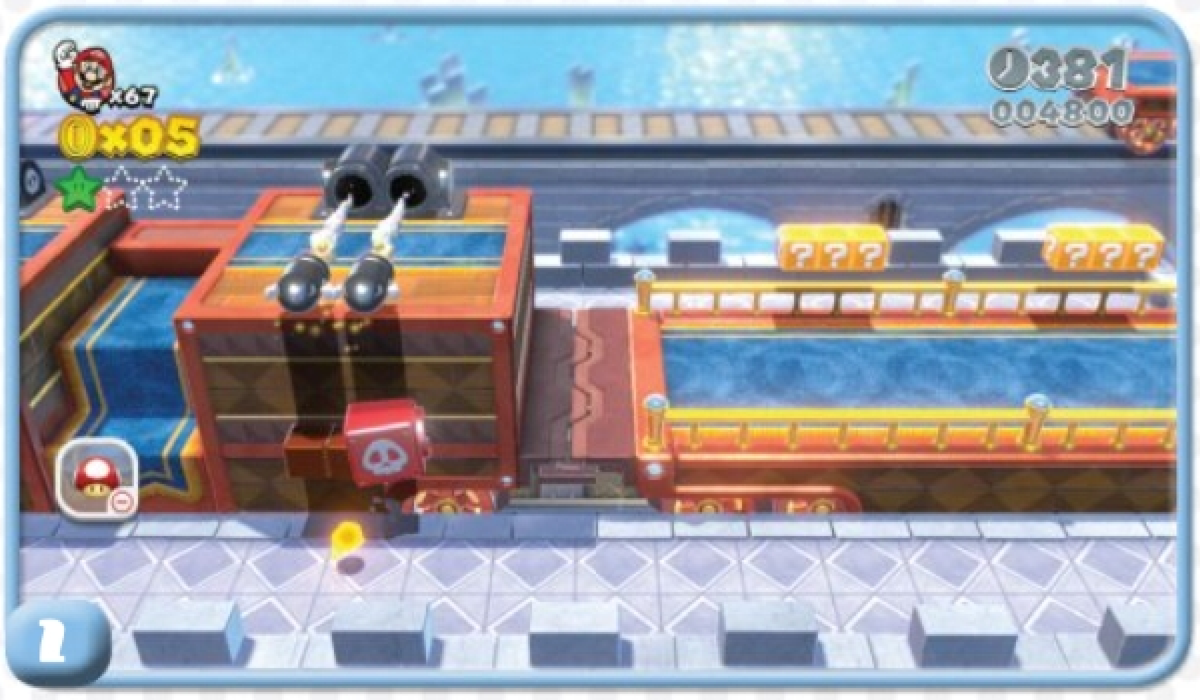
LEGEND

- 1-Up Mushroom
- Cannon Box
- Green + Clock
- Green Star
- Mega Mushroom
- Super Leaf
- Super Mushroom
- Stamp

GREEN STAR #1

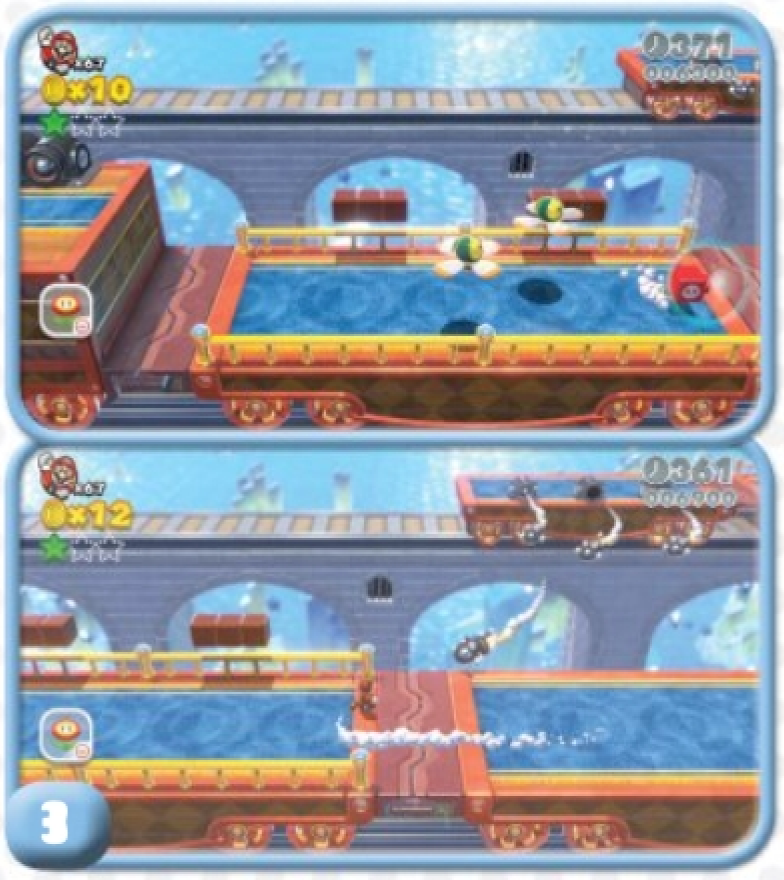
The Bullet Bill Express wastes no time presenting you with collectibles. You have to quickly board the train as soon as you regain control of your character, and reach the first Green Star before it's scrolled off-screen. Be mindful of the Bill Blasters protecting the star.





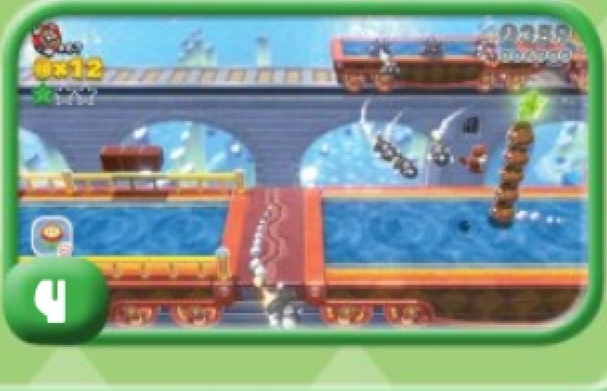
Back on the ground level, the second trio of ? Blocks contains a Cannon Box.

The second car introduces Flopters, little floating baddies that descend toward you. Meanwhile, in the distance, Cat Bullet Bills are being fired by another train running alongside of this one. These Cat Bullet Bills will home in toward you, so be ready to react to them.

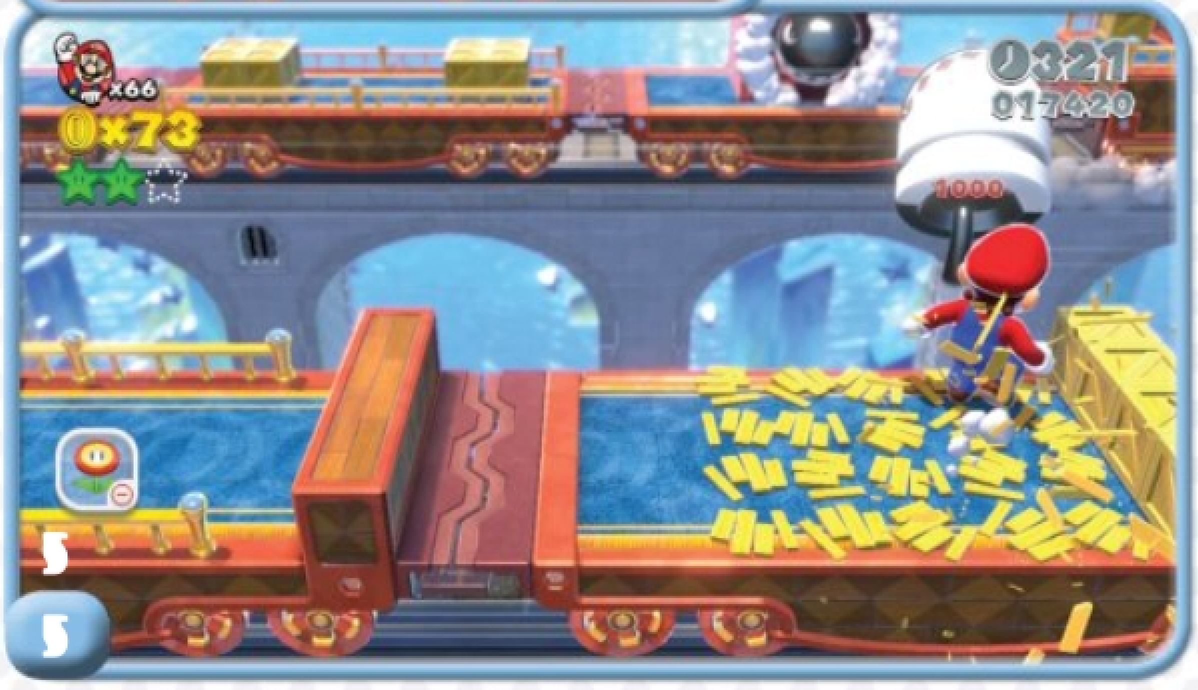


GREEN STAR #2

The second Green Star is found atop a Goomba Tower on the third train car. The Cannon Box makes retrieval easy, but if you've lost it, you can use the Cat Bullet Bills as a springboard, or you can let the Cat Bullet Bills take out the Goomba Tower for you.

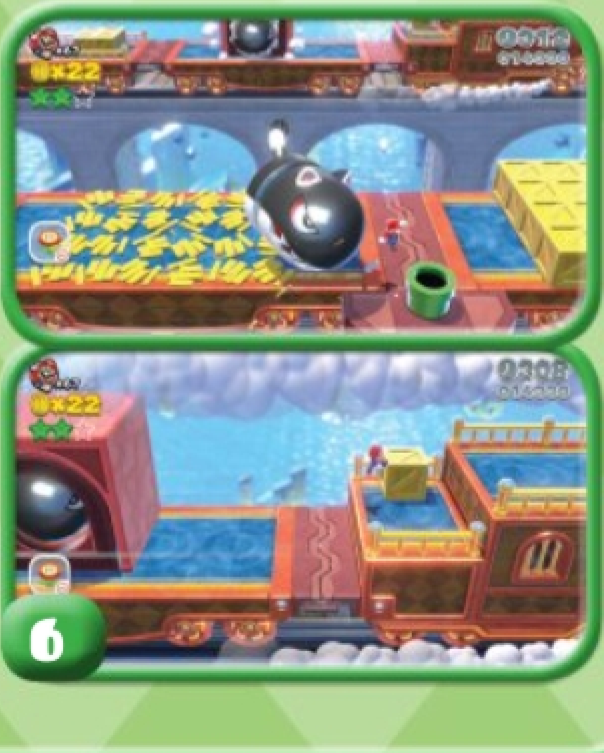


It is possible to find a Mega Mushroom on this car. This makes the following sections a lot easier while the Power-Up lasts.



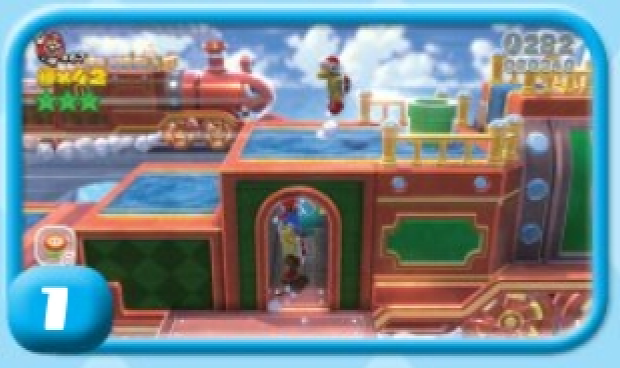
GREEN STAR #3

Eventually you encounter a Bill Blaster firing massive Cat Banzai Bills at your train, and shortly after that you find a pipe that will take you to the other train. On that train, Captain Toad is locked up inside a wooden crate. Saving him earns you the last Green Star. Take the Warp Box back over to the first train.

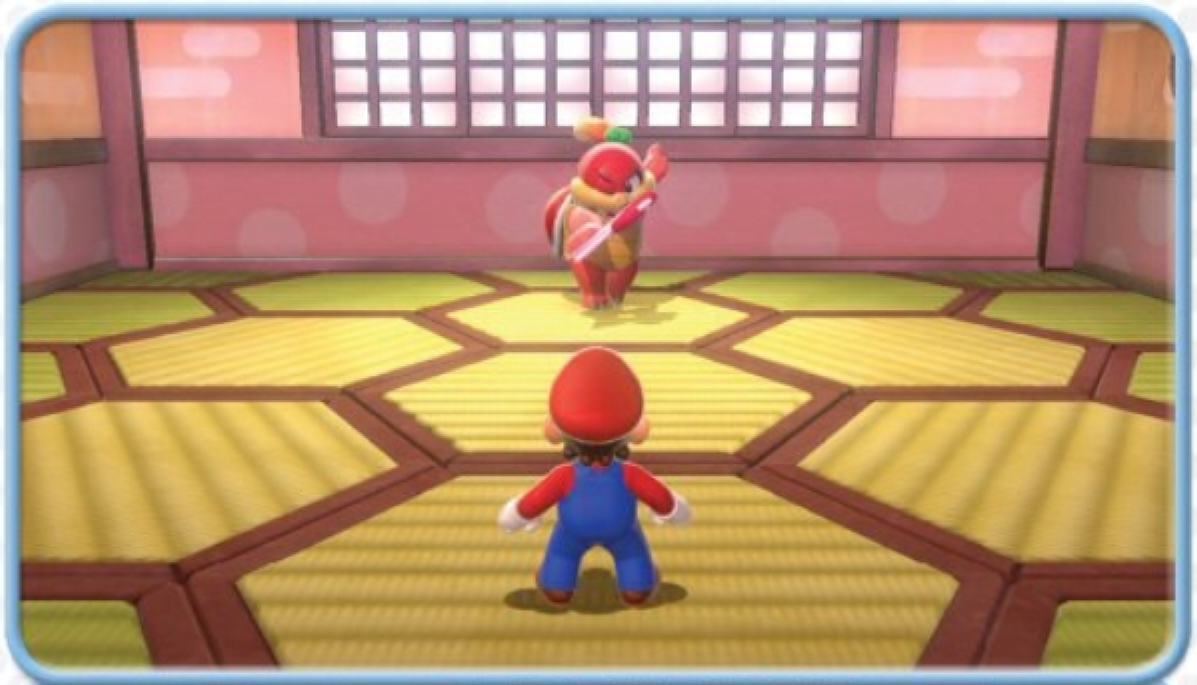


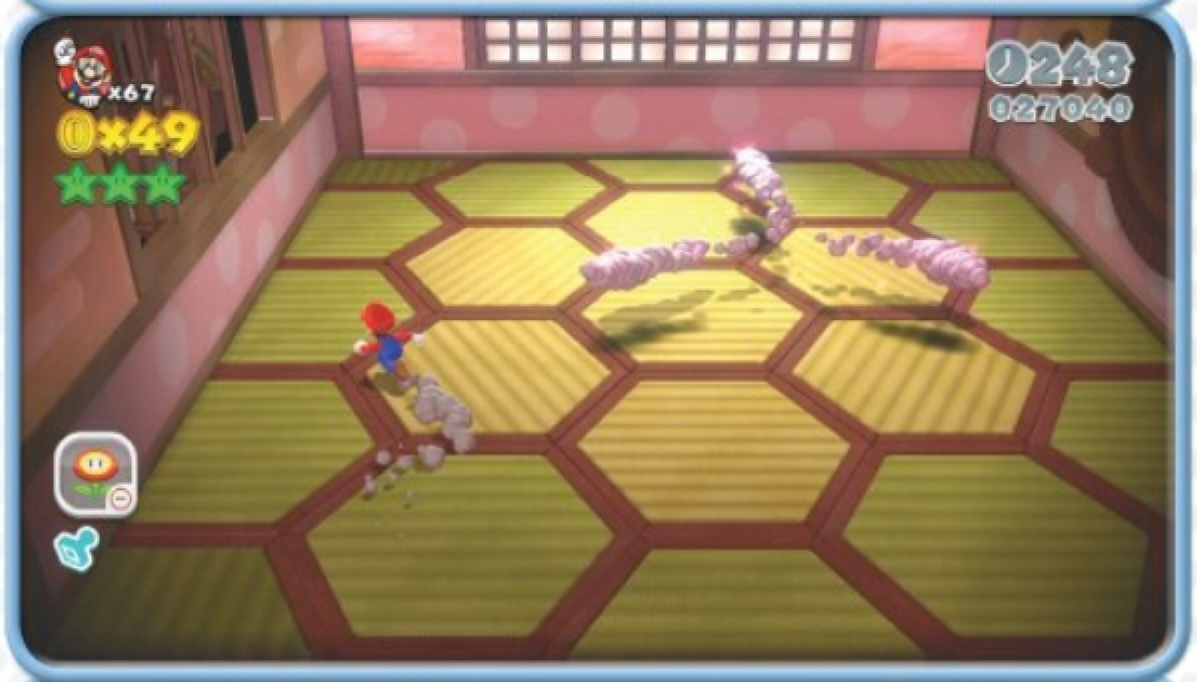
STAMP

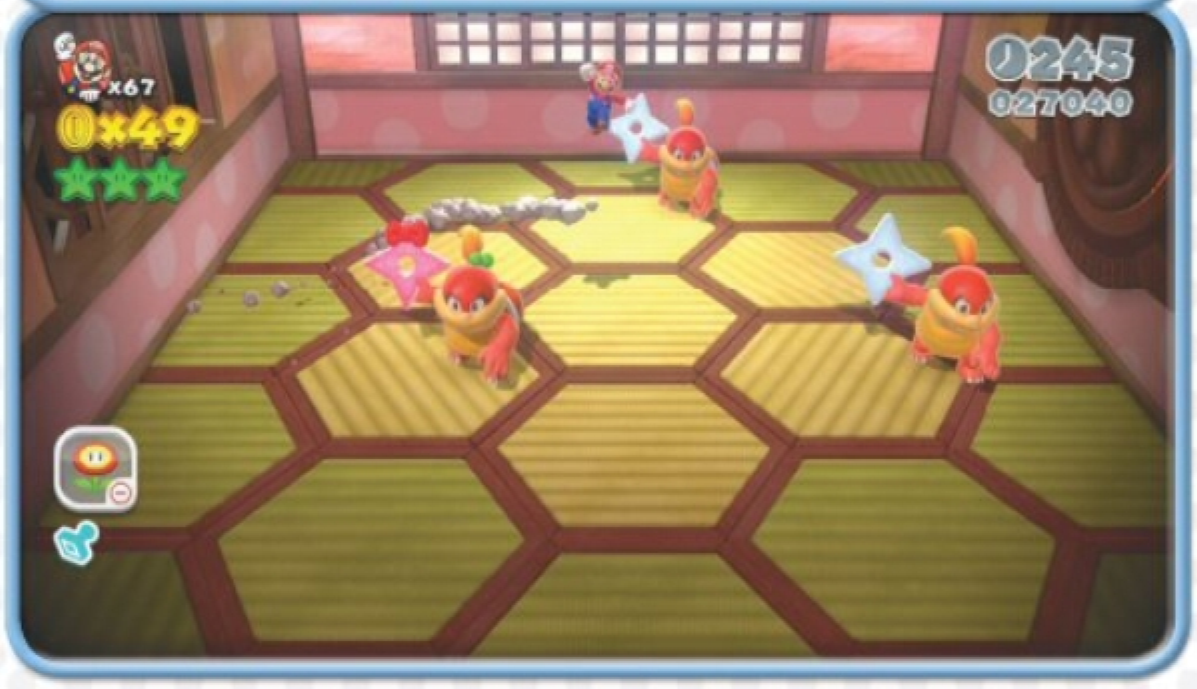
The front of the first train is protected by two Fire Bros. Don't take the pipe they are guarding right away! Instead, drop down to where the second Fire Bro starts off and get past him to retrieve the Stamp.



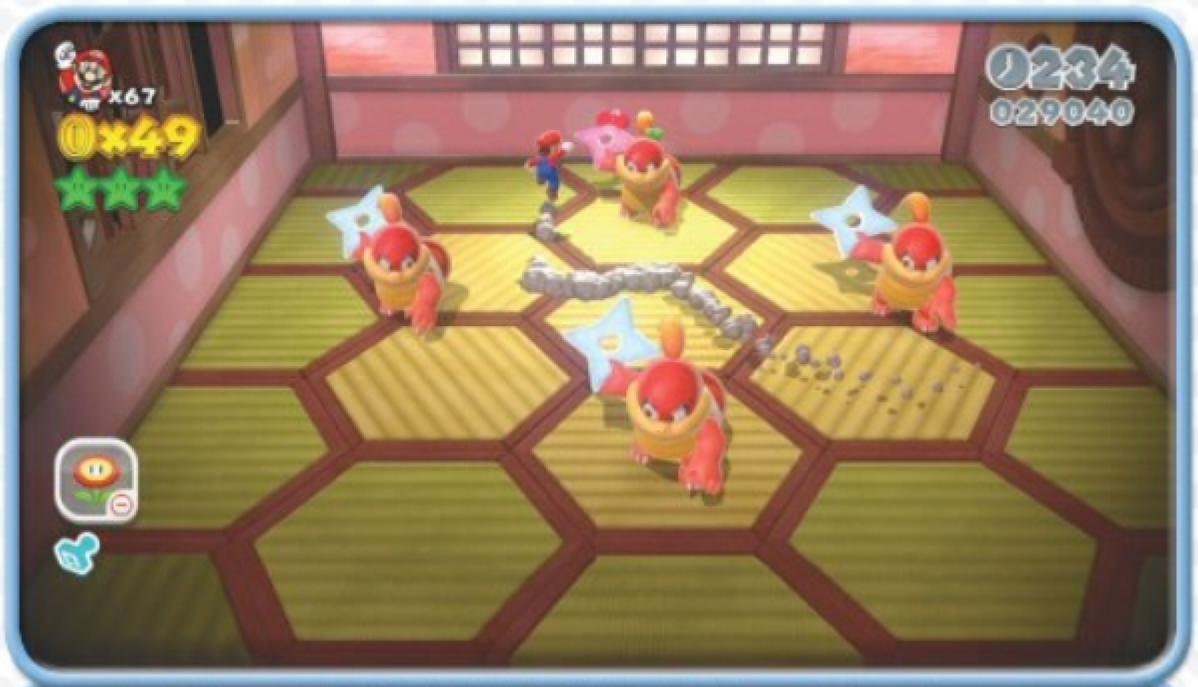
BOSS BATTLE: Pom Pom, Round One!

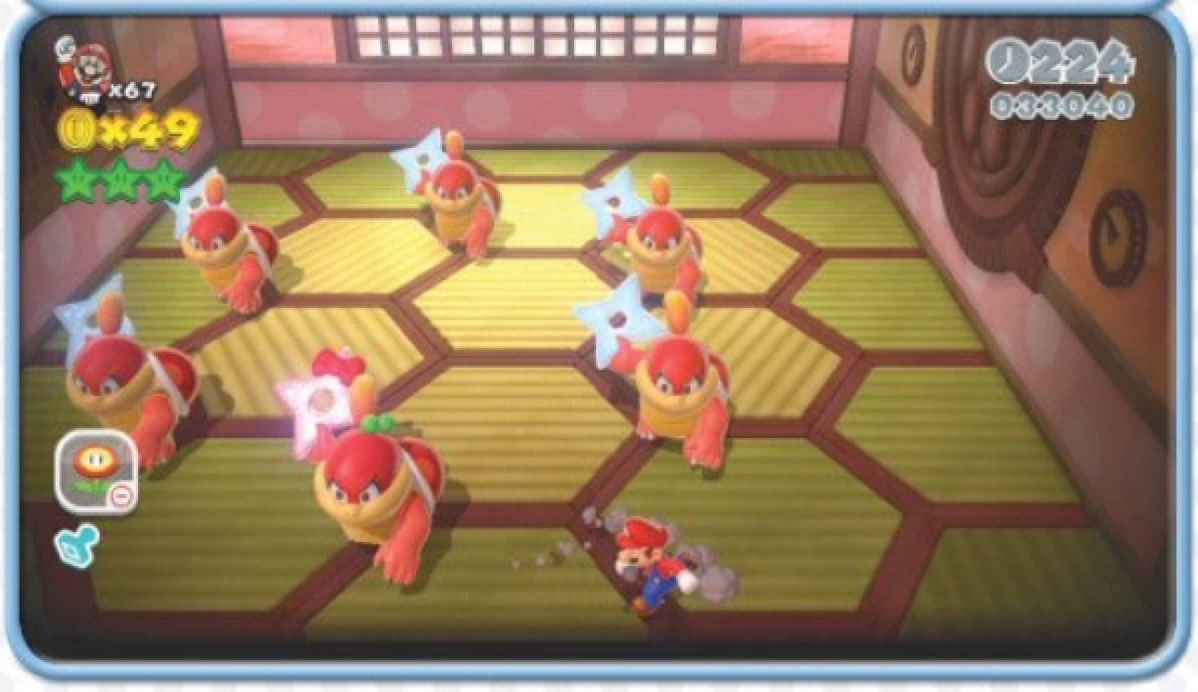






Pom Pom fights completely differently than her brother. She teleports around the arena, leaving a trail of smoke in her wake that eventually splits up. Where these trails end up is where a Pom Pom will appear. Only one of these Pom Poms is real, though. Look for the Pom Pom with the bright pink ninja star—that's the one you want to attack. Once the Pom Poms throw their ninja stars, you have very little time to catch the real Pom Pom before she uses her magic to teleport again.

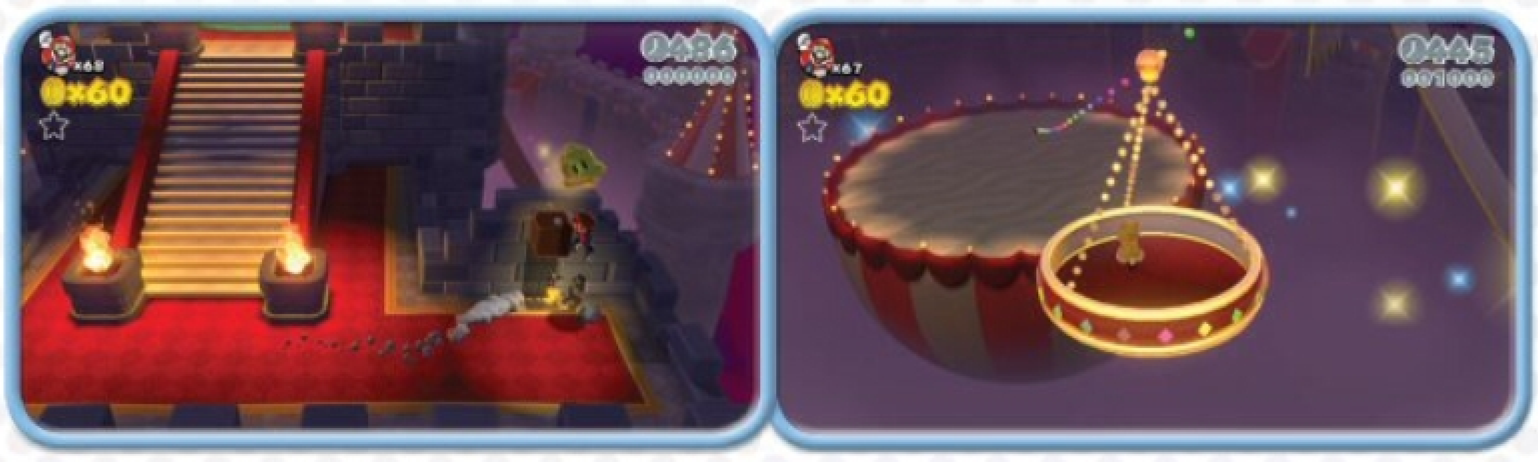




Every time you stomp on Pom Pom, she produces more shadow clones with each attack cycle until you finally hit her with three stomps (or lots and lots of fireballs, if you're equipped for it). After you take her down, a Warp Box appears to take you to the Goal Pole zone.

WORLD 3-B:
A Banquet With Hisstocrat

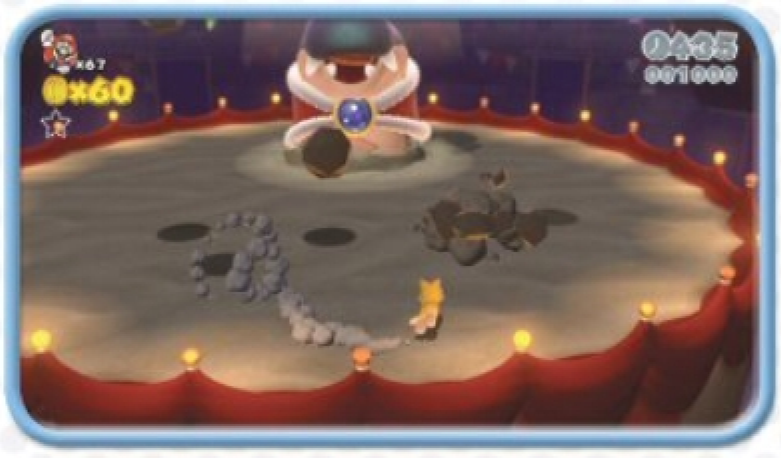
You're not done with World 3 just yet! As you try to leave the world through the Clear Pipe, you end up on a small island and are ambushed by a carnival-like structure falling from the sky! In this place, you have to do battle with Hisstocrat before you can finally reach World Four.



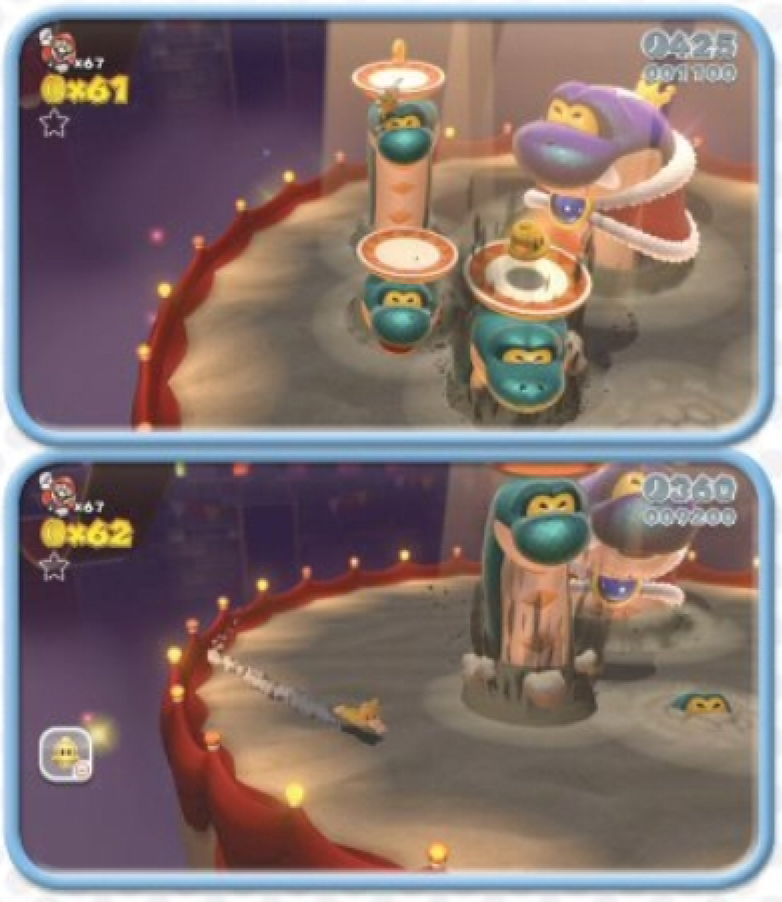
Before you climb the stairs to take the gondola down to the arena, hit the ? Block nearby to retrieve a Super Bell. You want the capabilities of the Cat Power-Up for this upcoming boss battle. Be careful that you don't jump off the gondola as it's moving, or you'll be flung into the abyss.

BOSS BATTLE: Hisstocrat

Hisstocrat is large, and in charge of an army of smaller serpents, as you will soon see.

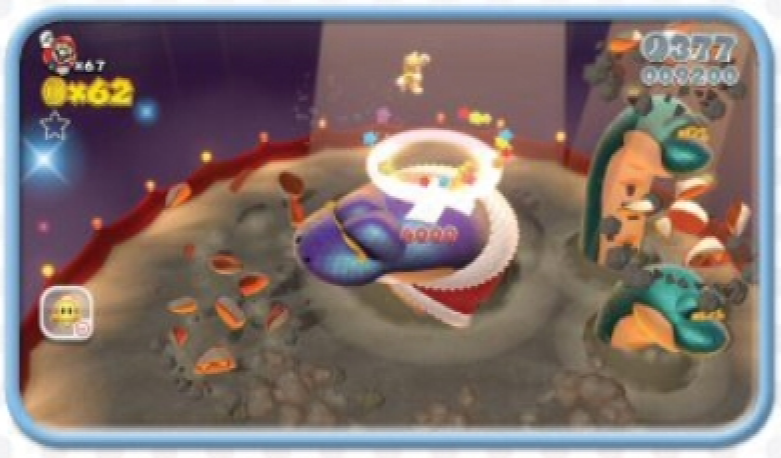


The goal for this fight is to get three good stomps on Hisstocrat. But even with the Cat Power-Up, you can't simply climb him. While you wait for a solution to present itself, Hisstocrat will summon boulders to fall from the sky.



Eventually, smaller snakes will burst out from the ground near Hisstocrat, some with plates on their heads that you can stand on. You can tell where they are about to appear by the swelling sand., Before you run over to stand in place, however, make sure that you can't see their eyes peaking out of the sand. That means they don't have a plate, and are about to execute a bite attack that will hurt you.

Note that standing on the plates that are already cracked will cause them to break eventually, and the snake holding up the plate will then try to bite you. You can't afford to mess around!

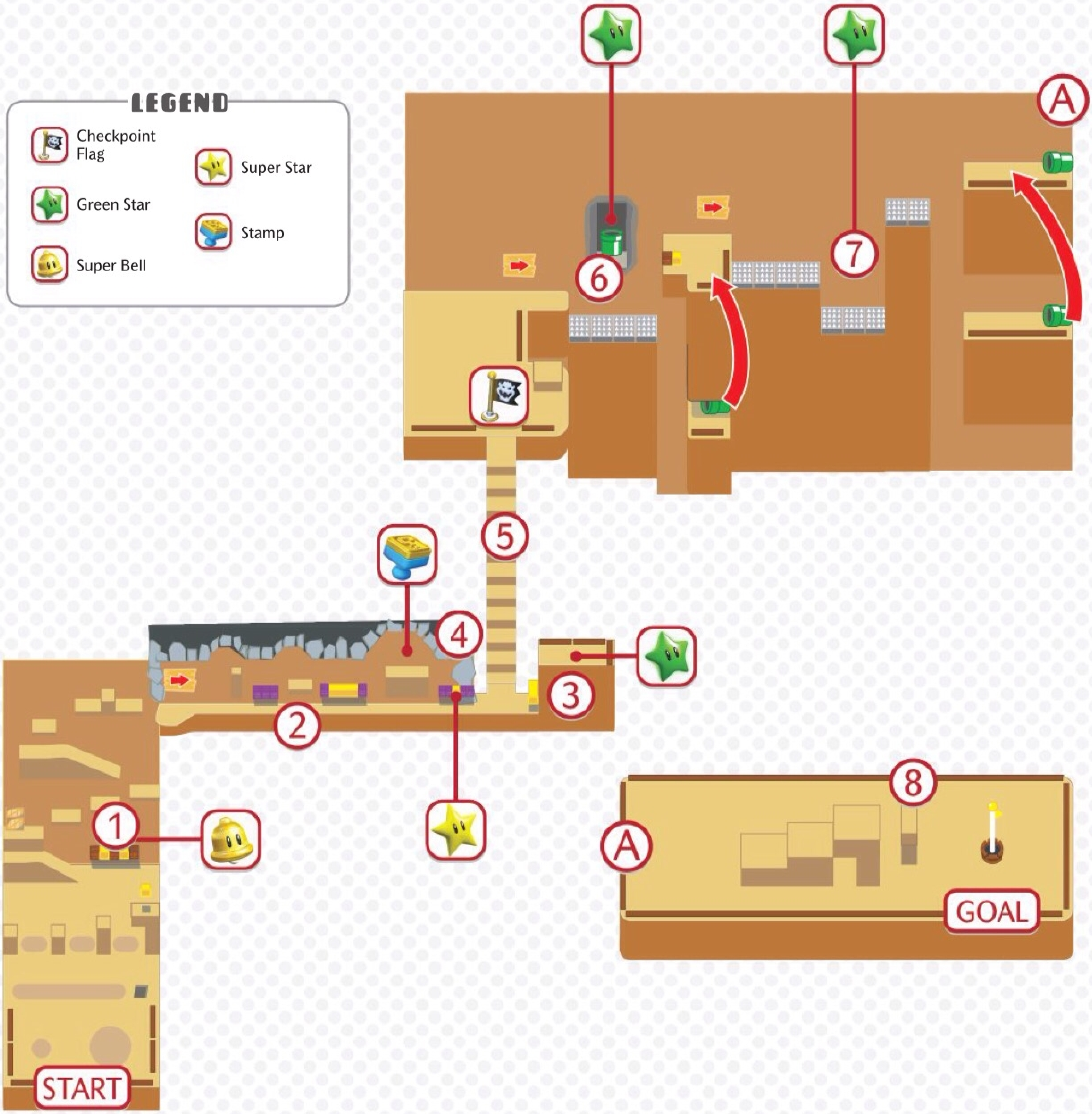


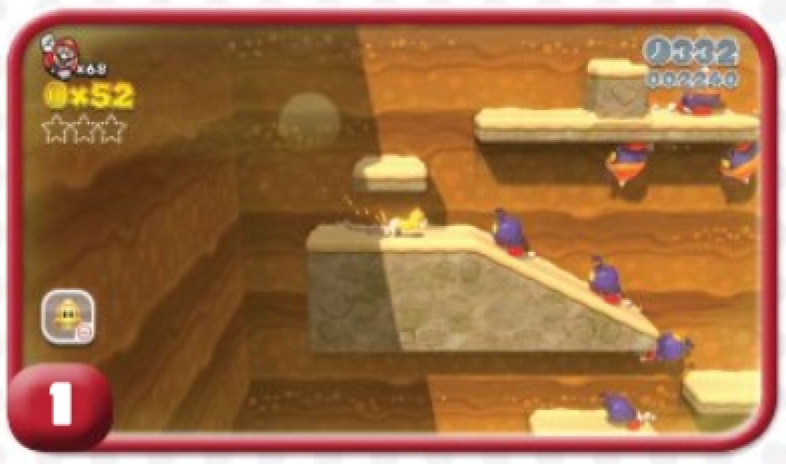
You can climb up the sides of these smaller snakes with the Cat Power-Up, and perform a dive attack on Hisstocrat's head (just steer clear of his mouth if he's biting at the air). A successful stomp causes all of the smaller snakes to retreat, and when Hisstocrat recovers, he summons another boulder shower.

Score three successful hits on the giant serpent to win the battle and collect a Green Star. Then take the pipe that appears to reach the Goal Pole area to put this level to an end. Finally, you can now reach World 4!

WORLD 4

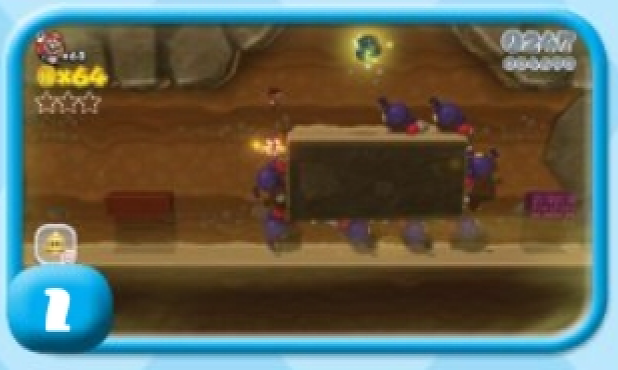
WORLD 4-1:
Ant Troopers Hill


LEGEND
Checkpoint Flag
Green Star
Super Bell
Super Star
Stamp
A
1
2
3
4
5
6
7
8
A
START
GOAL


1

Ant Troopers resolutely follow set paths on terrain. On the ground, they aren't too much trouble. They do become a problem when you are trying to climb the narrow platforms on the way up Ant Trooper Hill, as they cling to just about anything and can disrupt jumps. Watch out for their Horned Ant Trooper cousins as well!

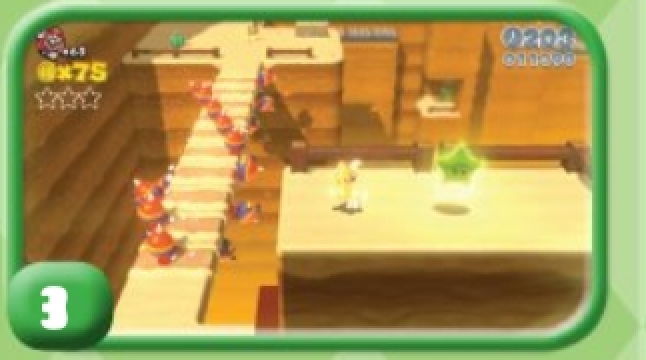
STAMP


2

Reaching the Stamp requires you to bounce off the Ant Troopers crawling around the platform underneath it. Ignore the Crystal Blocks at the cave exit for now! You'll want to put the Super Star you find there to good use, but you have one more item to collect in this area first.

GREEN STAR #1

The first Green Star isn't far from the Stamp, but it can be easy to miss, and it requires the Cat Power-Up. Run straight out from the Stamp's cave and climb up the wall (instead of challenging the bridge filled with Horned Ant Troopers), and you'll find your prize.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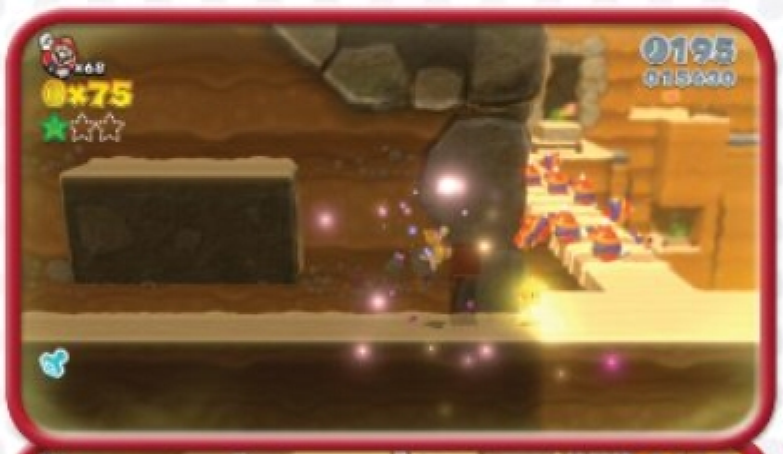
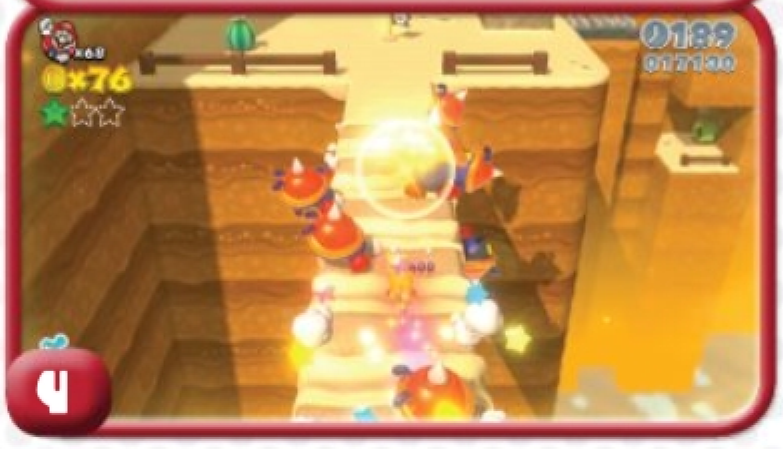
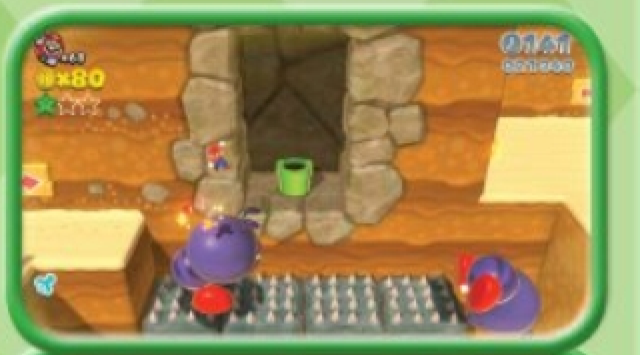


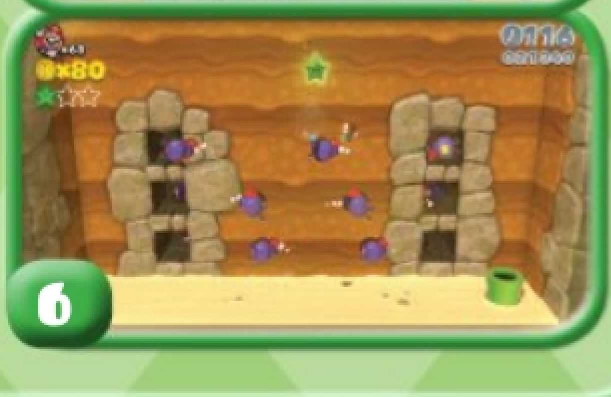

4

The Crystal Blocks near the Stamp cave's exit have a Super Star hidden between them. Use it to defeat as many of the Horned Ant Troopers on the bridge as you can ⑤. The Checkpoint Flag is close.

GREEN STAR #2

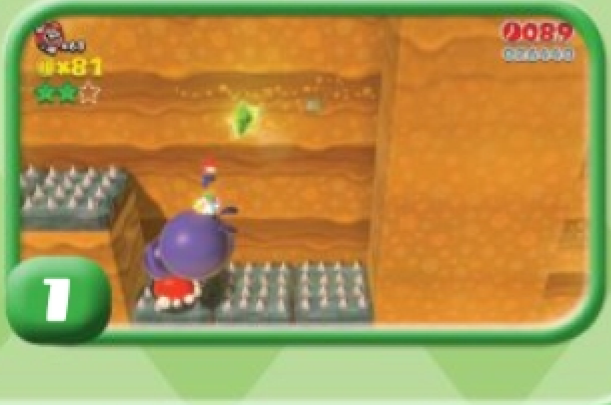
Big Ant Troopers will walk slowly across the spikes here. You need to use them as moving trampolines to reach the pipe. Beyond the pipe is a bonus room where you can use the walking rows of Ant Troopers to reach the Green Star.

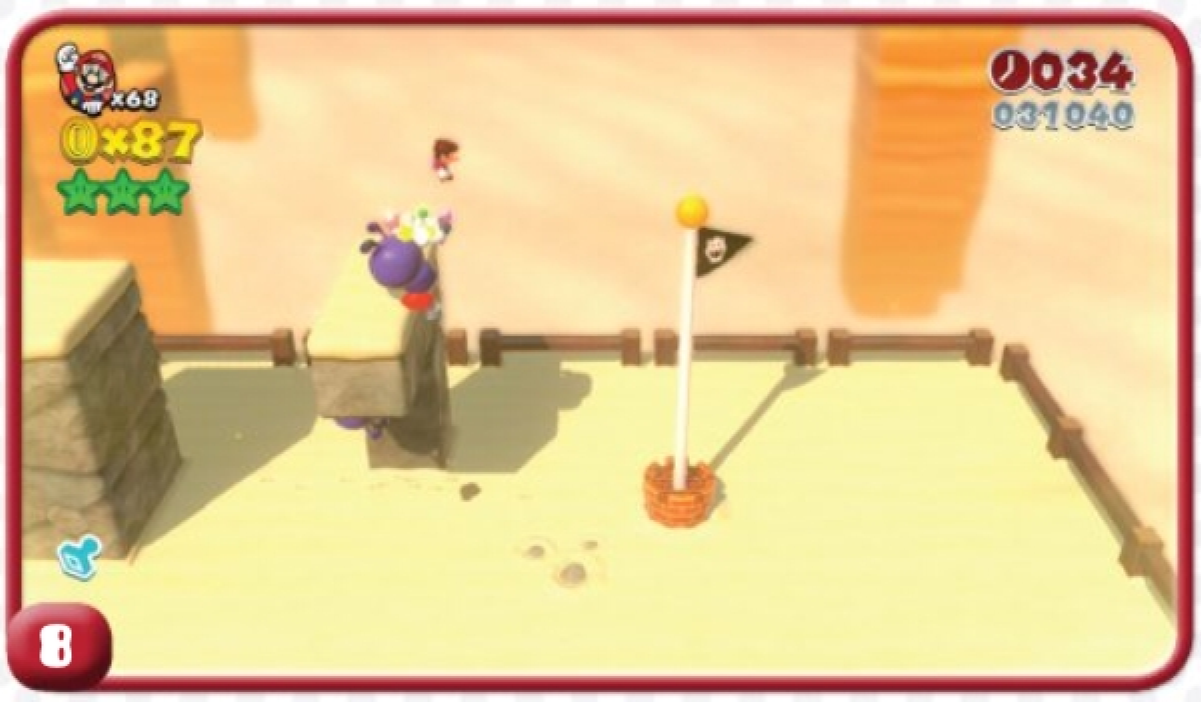



6

GREEN STAR #3

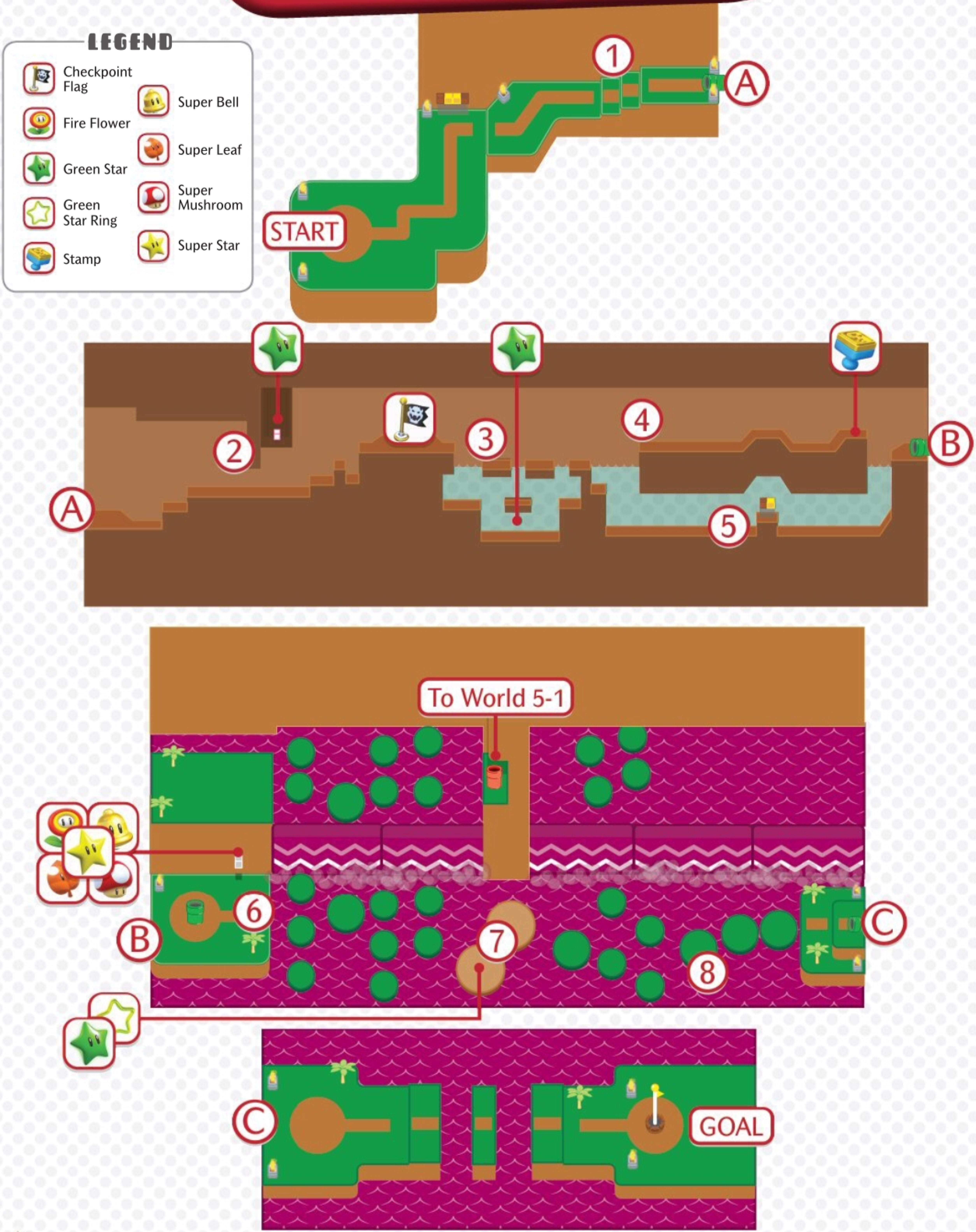
The last Green Star once again requires you to use the Big Ant Troopers as moving trampolines, both to avoid the spikes they are walking across, and to eventually safely reach the Green Star. Afterward, make sure you use the helpful Big Ant Trooper to safely reach the pipe that takes you to the Goal Pole.


7

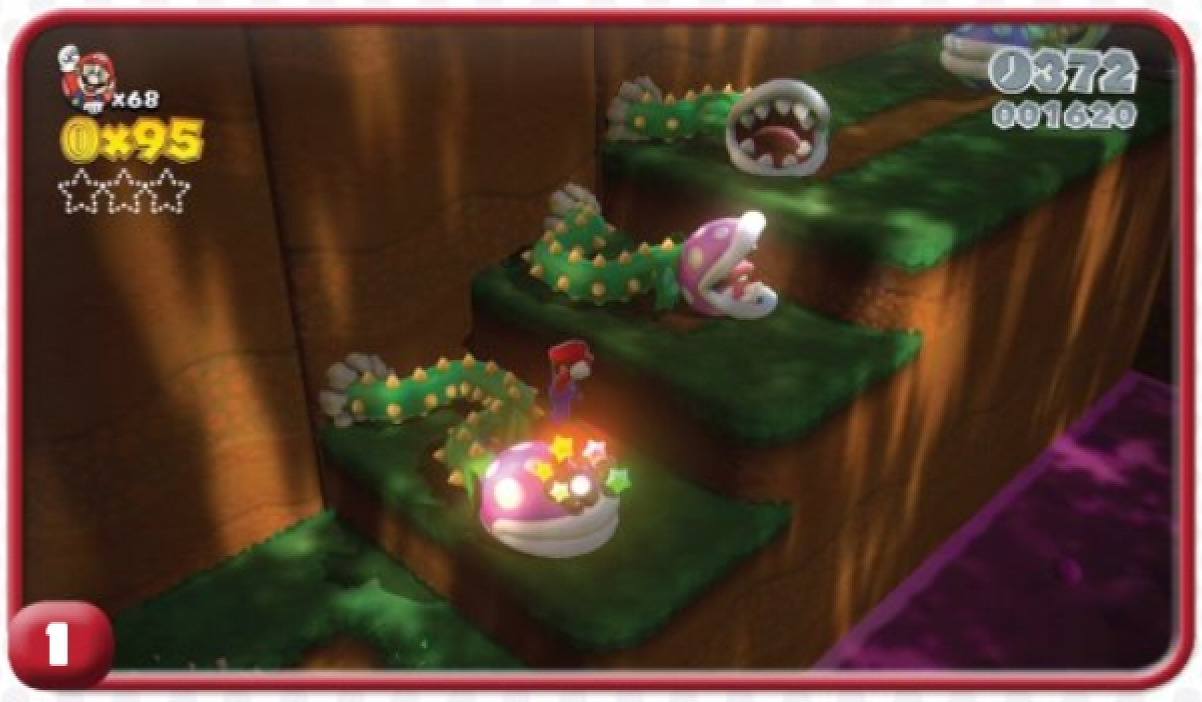

8

At first it may seem like you must have the Cat Power-Up to safely reach the top of the Goal Pole. However, you can easily use the Ant Troopers on the platform closest to the Goal Pole to make the jump.

WORLD 4-2:
Piranha Creeper Creek



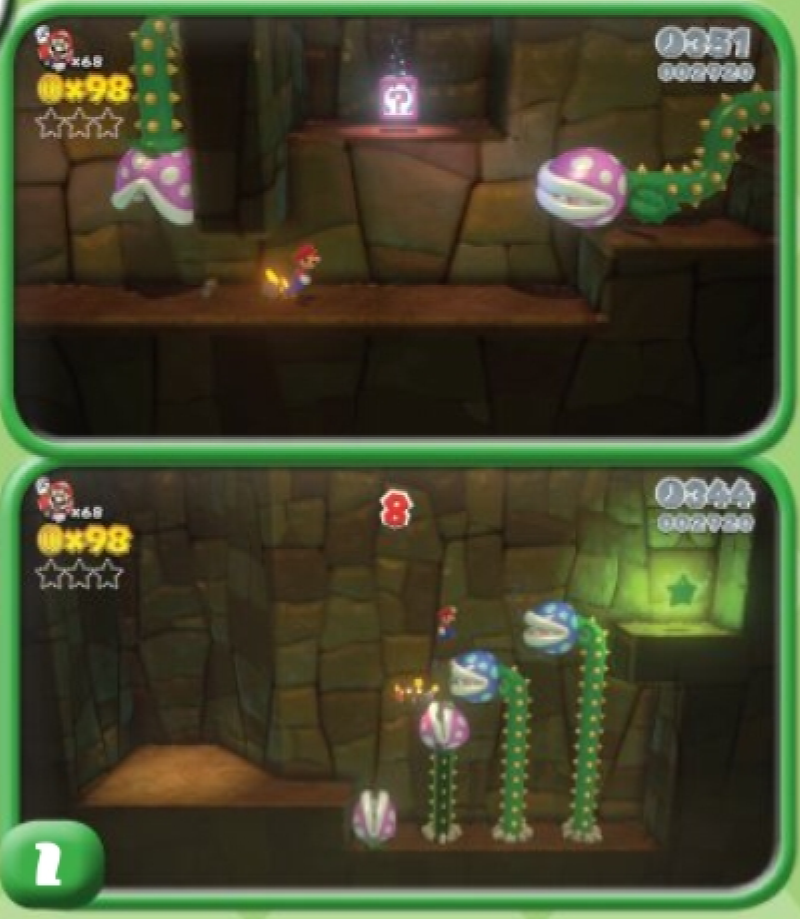
LEGEND
Checkpoint Flag
Fire Flower
Green Star
Green Star Ring
Stamp
Super Bell
Super Leaf
Super Mushroom
Super Star
START
1
A
2
3
4
5
B
To World 5-1
6
7
8
C
GOAL



1

Throughout this level, you'll encounter Piranha Creepers. Their vines can obstruct large portions of the terrain, but you can easily navigate around or over them, and even push them back by jumping on their heads. Having a Fire Flower can help cull the weeds from afar, but like any jump attack, including the ground pound, you must hit the Piranha Creepers enough to force them to withdraw all the way before they are truly defeated.

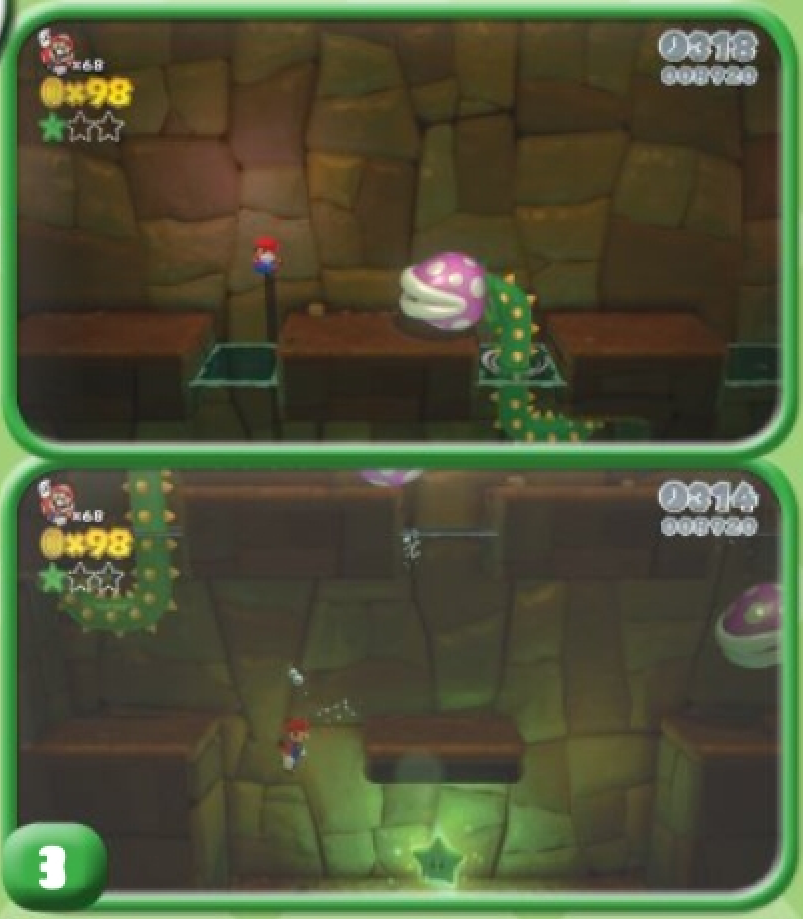
GREEN STAR #1



2

After slipping through the first area and entering the pipe, you'll enter a cave. Find a Mystery Box that will take you to a bonus room. In here, you have to use a quartet of Piranha Creepers to reach the Green Star.

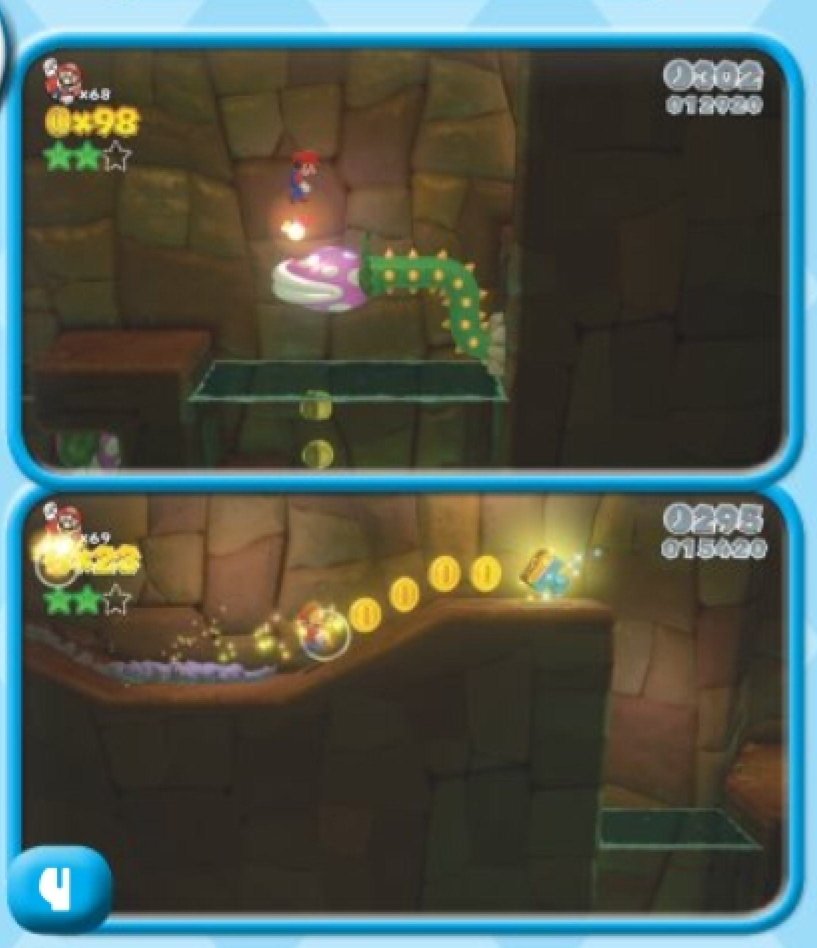
GREEN STAR #2



3

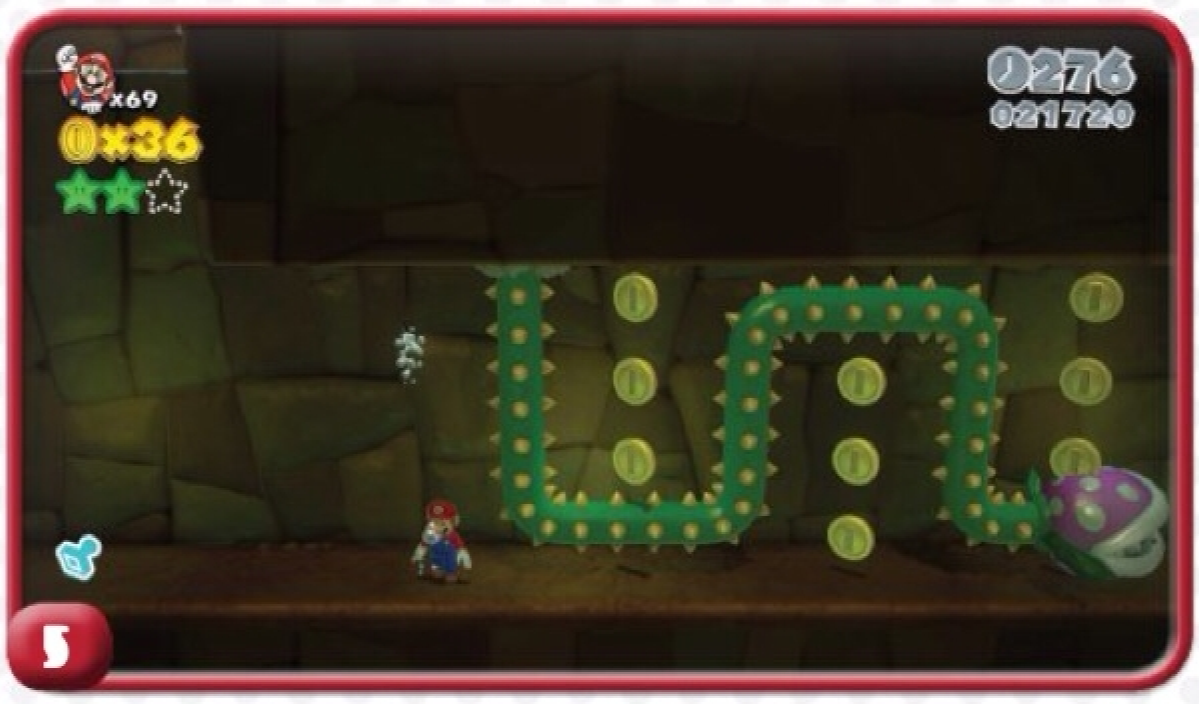
Not far from the first Green Star is the second. At a pool of water guarded by two Piranha Creepers, dive in and swim to the bottom to find a second Green Star.

STAMP



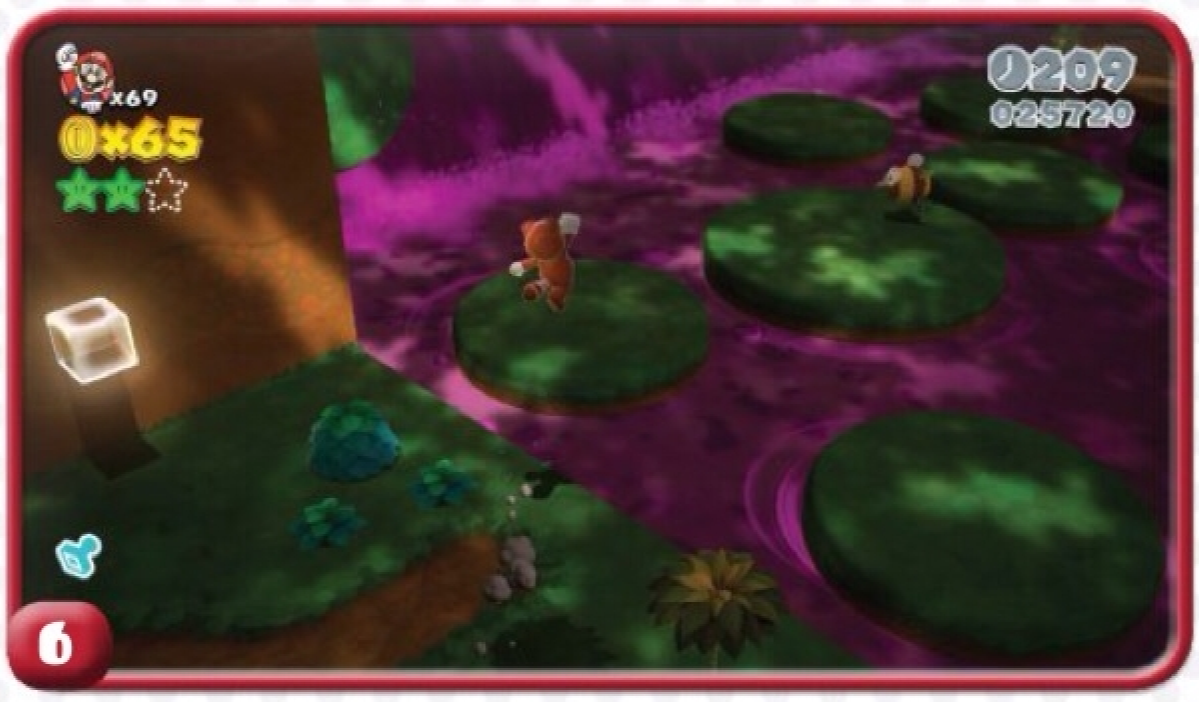
4

And the collectibles don't stop coming! Just past the pool with the second Green Star, another body of water is guarded by a Piranha Creeper growing from the far wall. You can bounce off this enemy to reach a hidden passage just above it. Collect all the Coins on the way to finding the Stamp!



5

The path below the Stamp route is through water that another pair of Piranha Creepers protect. Proceed with caution, and take advantage of the safe spots marked by Coins if necessary. Again, the Fire Flower can be very useful if you have it!



6

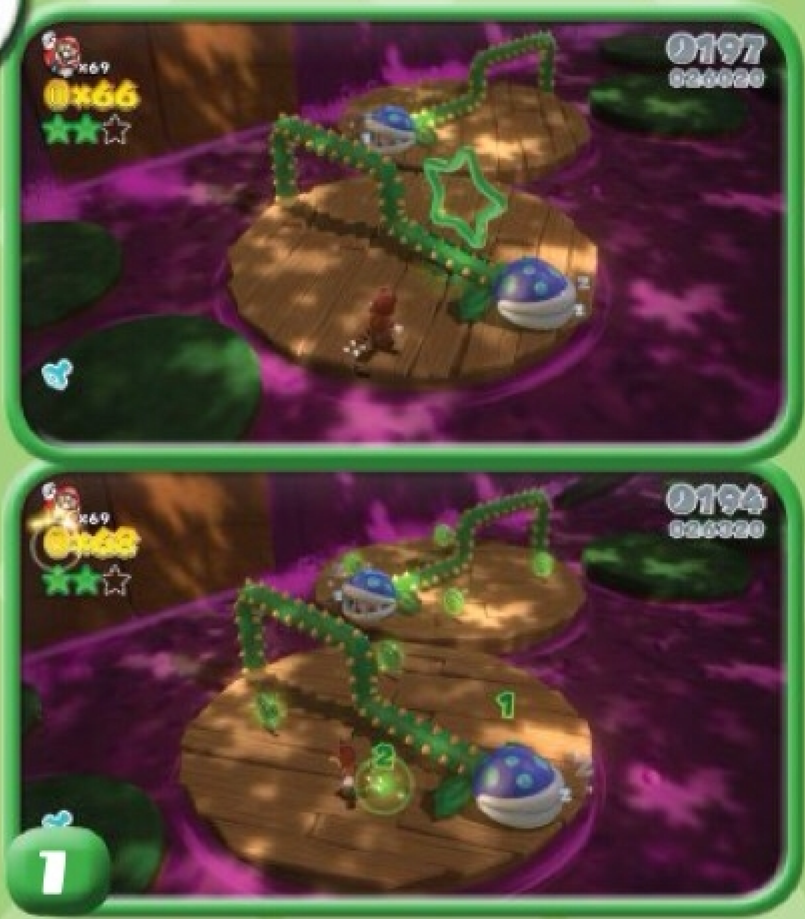
Exiting the cave takes you to a Poison Bog filled with small moving platforms. If you can snag a Tanooki Power-Up from the Roulette Block at the start of this gauntlet, you make this crossing a lot easier on yourself. Of course, Peach naturally has an advantage over the other three heroes with her ability to float.

CAUTION

Don't Drink the Water

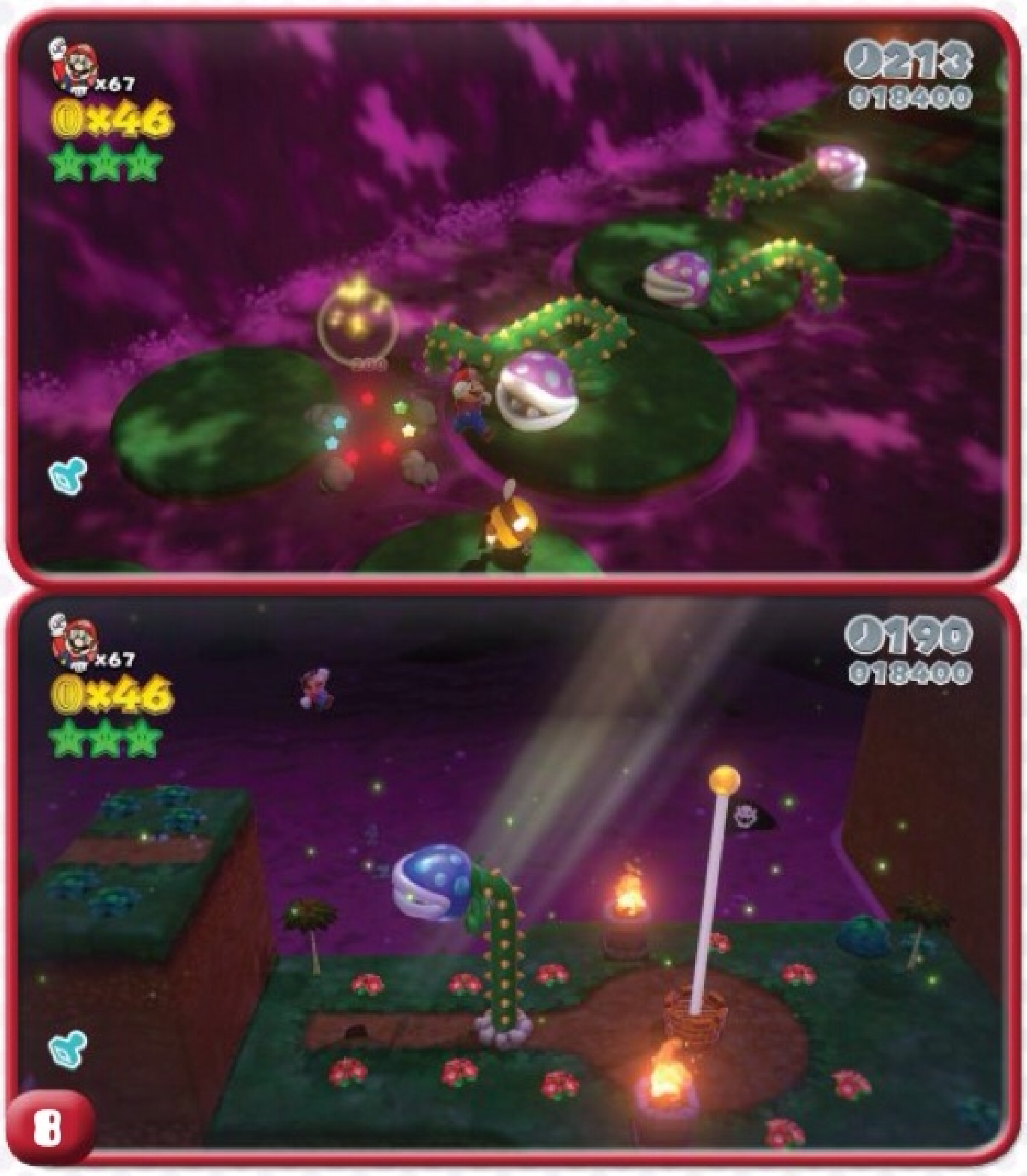
Seriously, don't fall in the Poison Bog, you'll lose a life on contact, no second chances, even if you manage to grab a Super Star from the Roulette Block.

GREEN STAR #3



7

A Green Star Ring appears on one of two rotating wooden platforms protected by Piranha Creepers. Don't mess with the plants, just collect the eight Green Coins as quick as you can to make the Green Star appear.

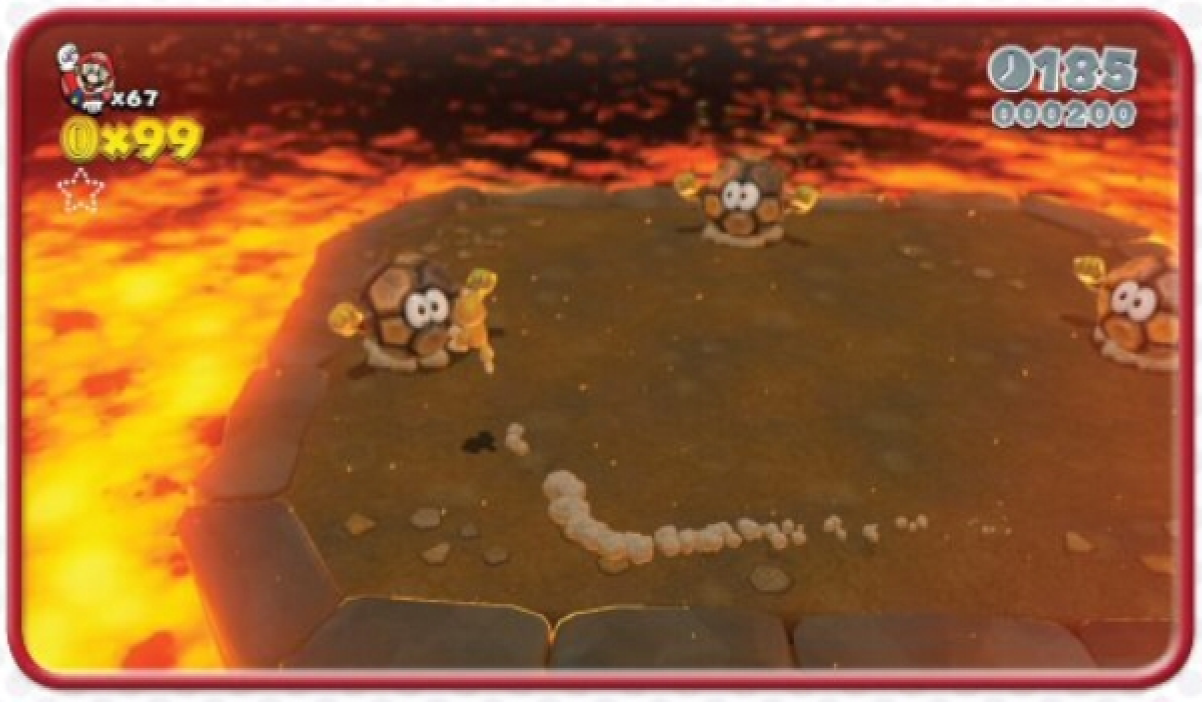


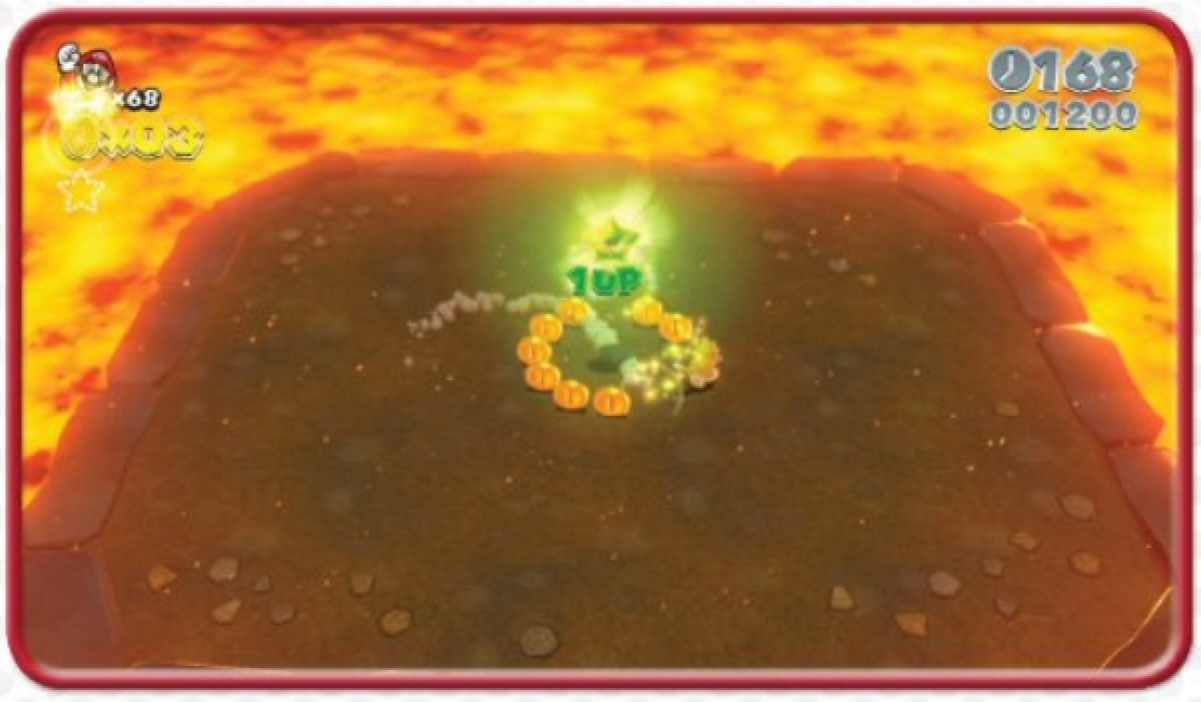
8

One last gauntlet of small platforms floating on Poison Bog mixed with Piranha Creepers awaits you before you can see the Goal Pole. A ground pound can shove a Piranha Creeper most of the way off a platform, giving you some space to work with. The Goal Pole itself requires the use of a Piranha Creeper (or the Cat Power-Up) to reach the top. Good luck!

Beating this level unlocks the route to a Toad House and 4-A, where an enemy encounter awaits!

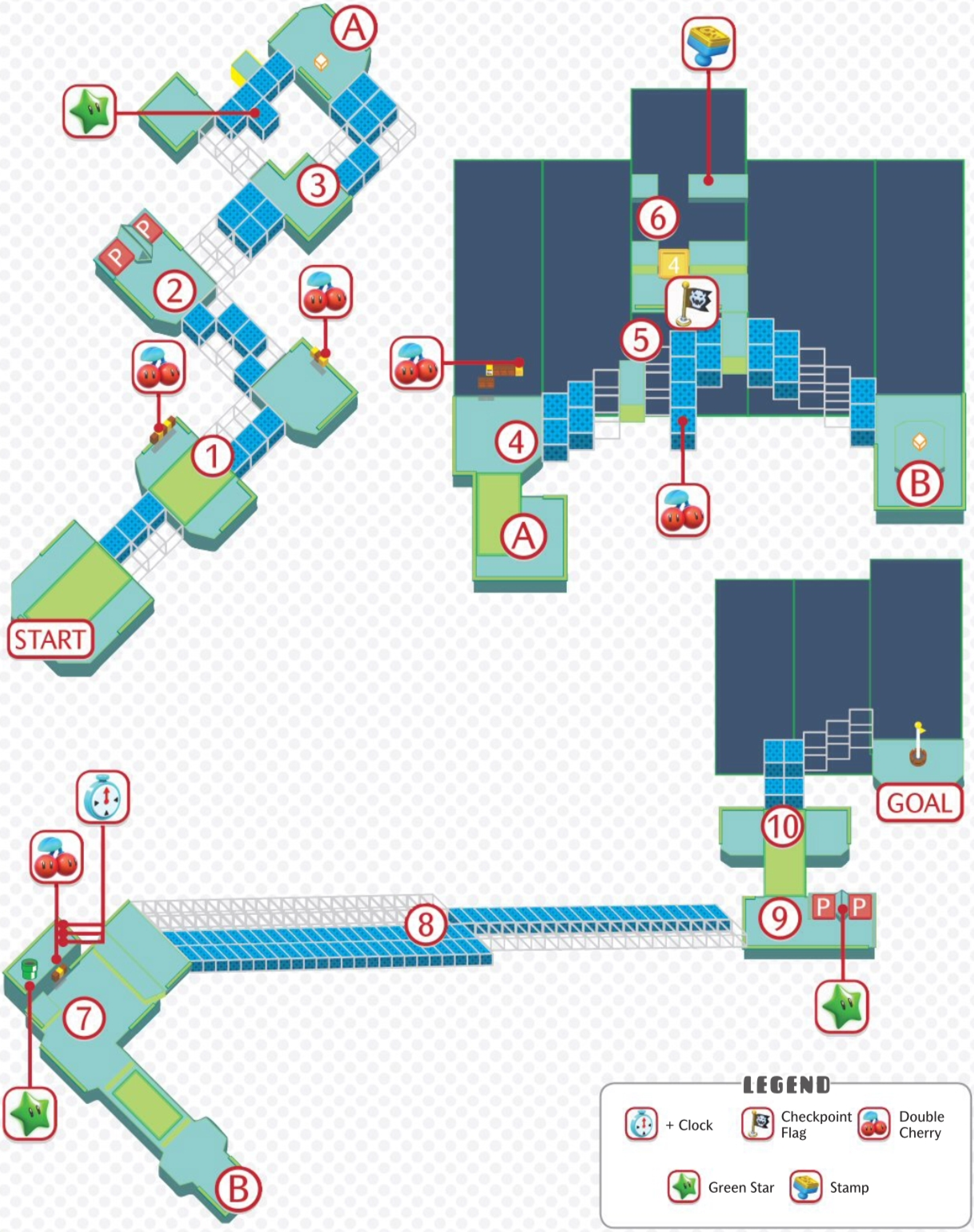
WORLD 4-A:
Brolder Blockade





Brolders are large living boulders that try to march at you. At first, only one confronts you, and he's easily dealt with by stomping on him, picking him up, then throwing him off the platform into the lava. This causes three more Brolders to appear, but they are easily dispatched the same way. After you take out the second group, collect a Green Star to end the level.

WORLD 4-3:
Beep Block Skyway


A
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P
2
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START
A
6
4
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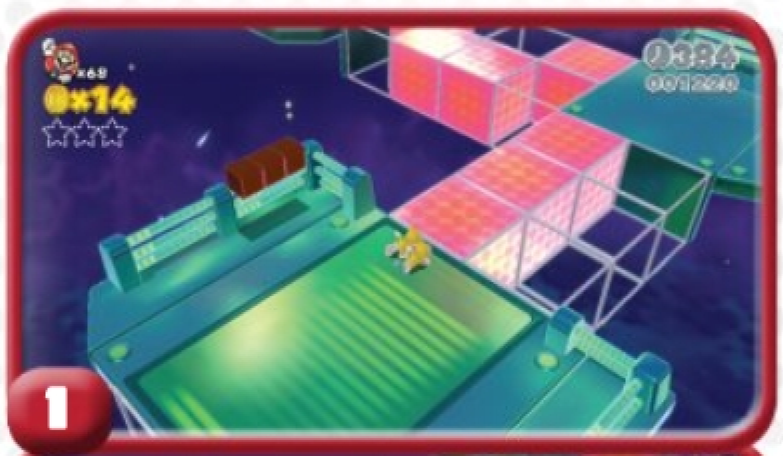
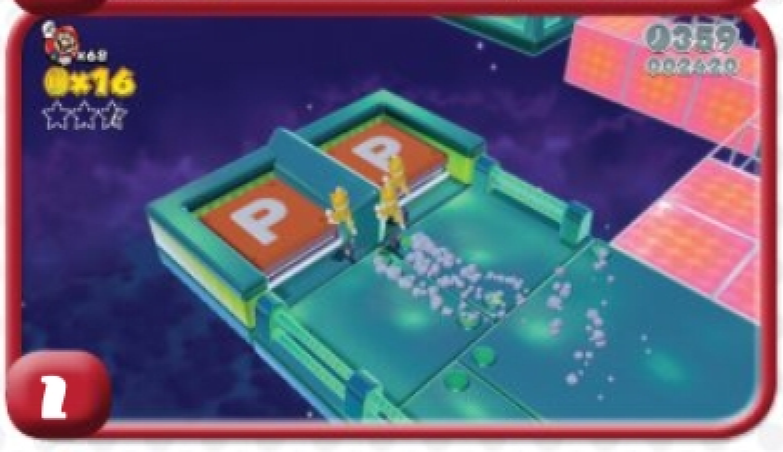
4
A
B
10
GOAL
9
P
P
8
7
B
LEGEND
+ Clock
Checkpoint Flag
Double Cherry
Green Star
Stamp


1


2

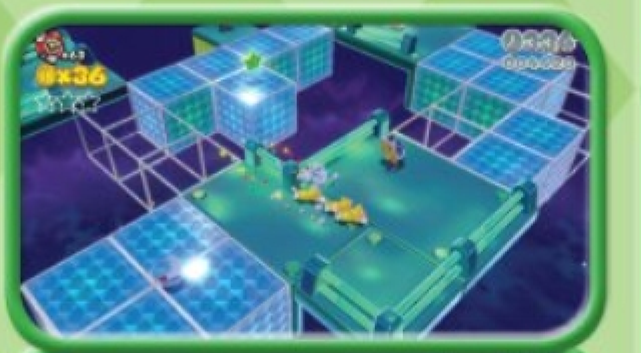
The primary concern for this level is the alternating series of blue and pink Beep Blocks. They will tick several times before a beep indicates that one set of blocks will disappear and the other appear. On top of that, you have to use Double Cherries to create clones to reach all of the collectibles. For example, two P Panels early into the level cause Coins to appear.

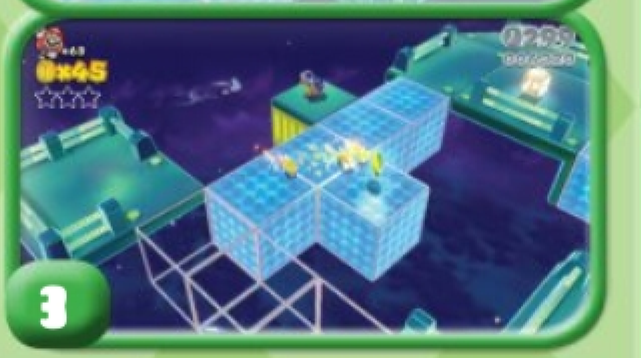
TIP

It Takes Two (Or More)

If you're struggling to activate panels that require two or more clones, you can call in other friends to join the game. This is a really good idea if wrangling Double Cherry clones is too bothersome.

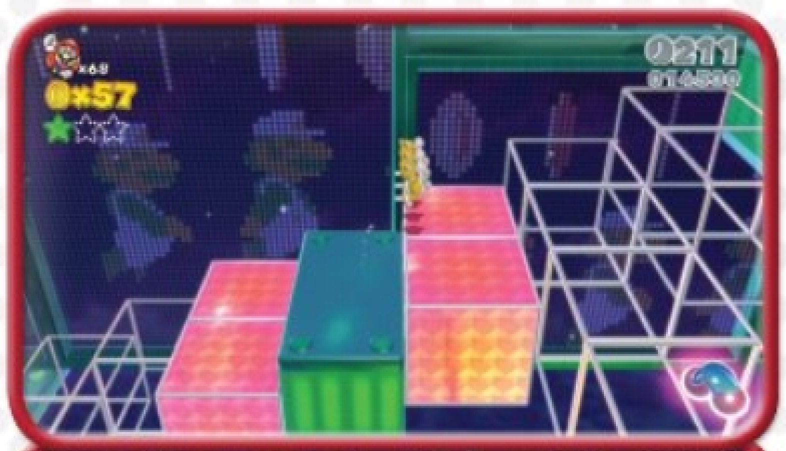
GREEN STAR #1

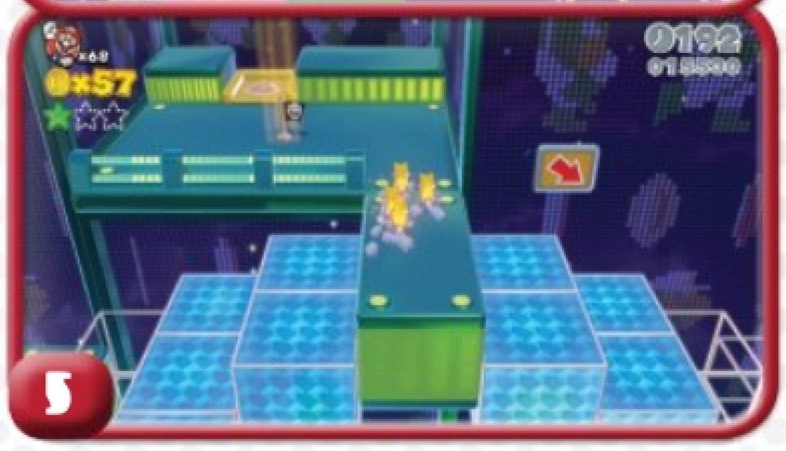



3

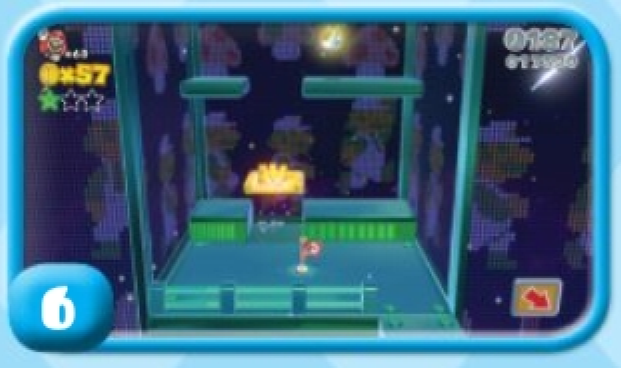
The first Green Star is guarded by the dual threat of Beep Blocks that can drop you into the abyss at any moment, and a pair of Boomerang Bros. Don't take unnecessary risks while trying to get the Green Star or fight the Bros. Use the railings on some of the permanent platforms to protect against ranged attacks if possible, and carefully time your runs across the Beep Blocks. Take the Warp Box out of there once you're done.

The area beyond the Warp Box is protected by another Boomerang Bro, and a stairway made of alternating Beep Blocks ④. You must preserve at least four Double Cherry clones as you make your way to the Checkpoint Flag.



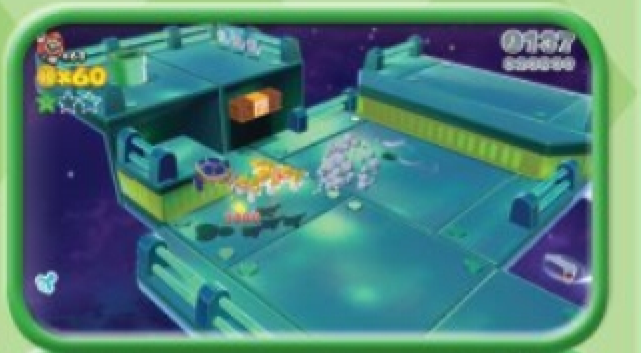

5

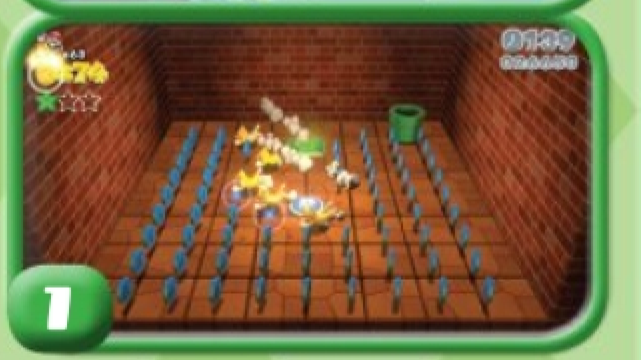
STAMP


6

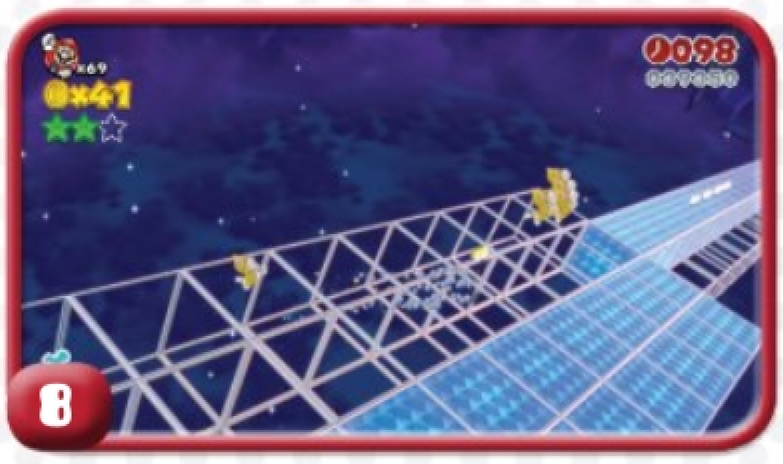
Next to the Checkpoint Flag is a Multi-Vator that requires four players or Double Cherry clones to stand on it. This will take you up to the Stamp. Continue down the next set of Beep Blocks to reach another Warp Box.

GREEN STAR #2



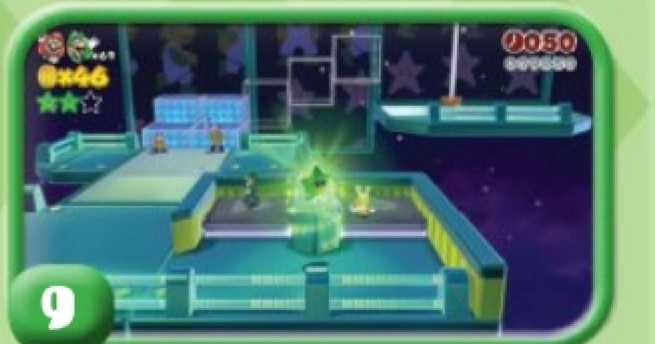

7

The area past the second Warp Box contains two Boomerang Bros. protecting a raised platform with a pipe. The pipe takes you to a bonus room where hitting a P Switch will cause Blue Coins to fill the room. If you've got multiple Double Cherry clones, you can easily snap up the Coins and collect the second Green Star.

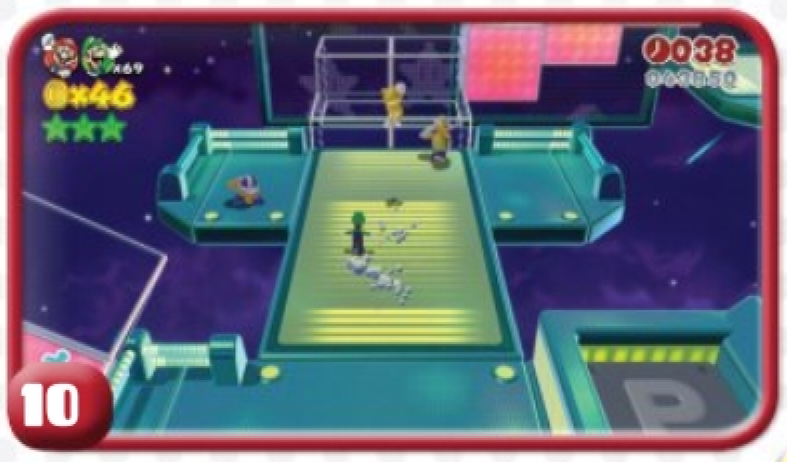

8

This long slide made entirely of Beep Blocks can be quite tough during your first run, and if you're trying to preserve Double Cherry clones, you can expect to lose a few before you reach safety. It helps if you can keep the clones sliding in single file, but they may not all cooperate.

GREEN STAR #3

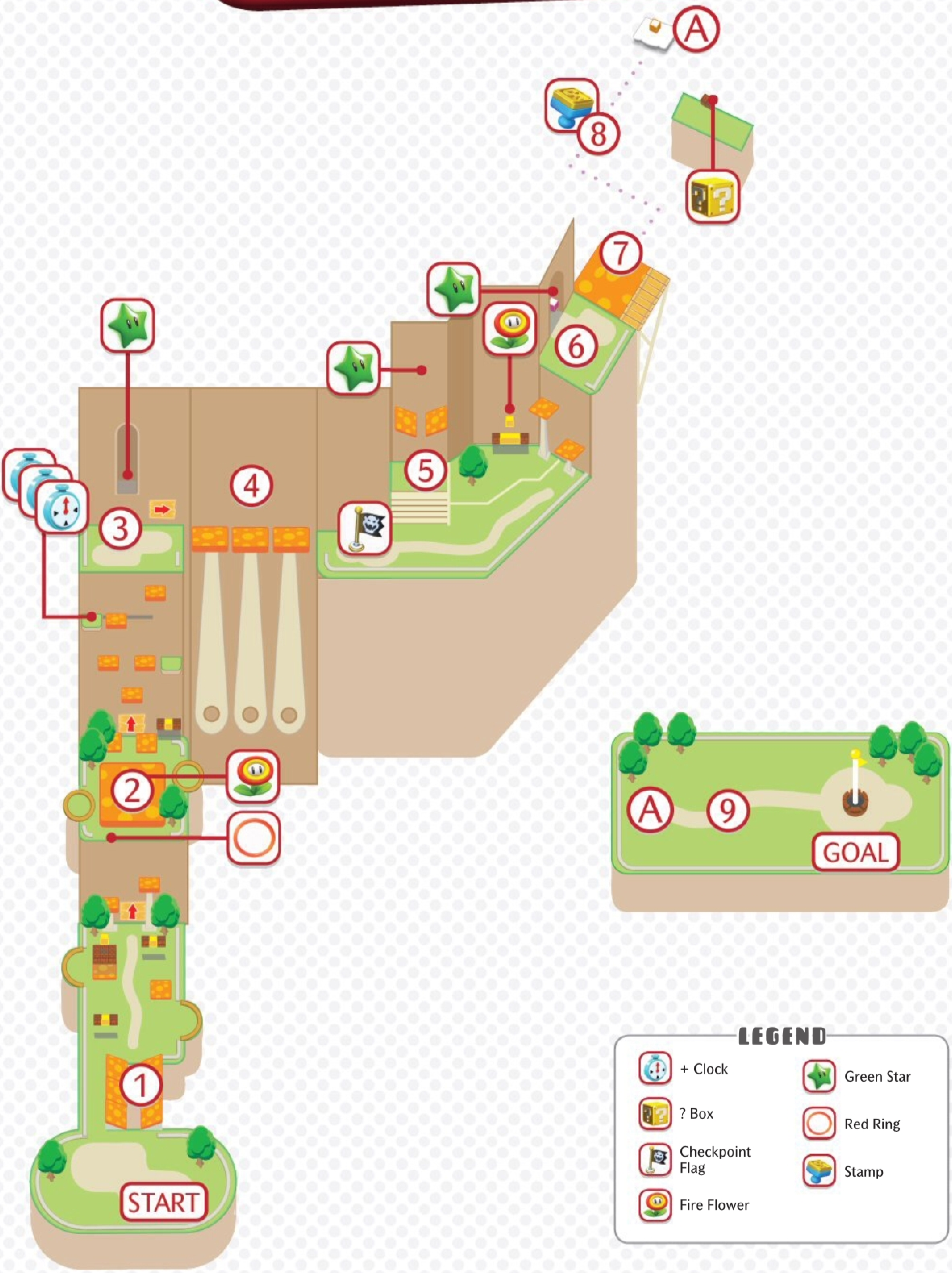

9

Get the last Green Star by having two characters or Double Cherry clones stand on Switch Panels at the bottom of the long slide. Getting the clones there, however, is not the easiest task. Here, we opted to bring Luigi to give us a hand.


10

The Goal Pole has two Boomerang Bros. and a set of Beep Blocks acting as the stairs leading up to it. Deal with the Bros. before making the last set of jumps!

WORLD 4-4:
Big Bounce Byway


A
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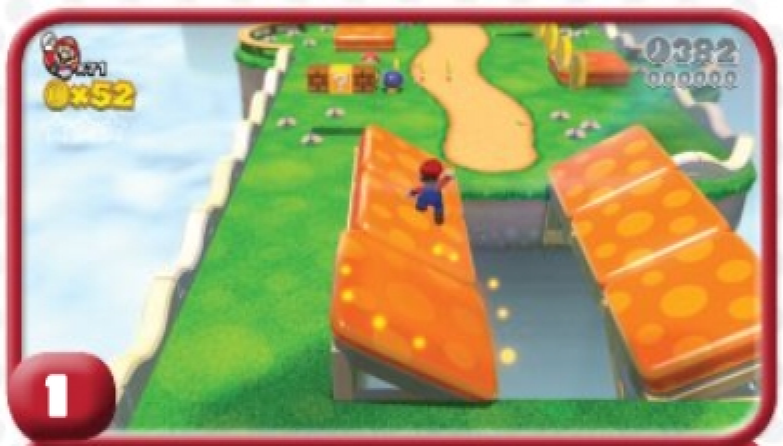
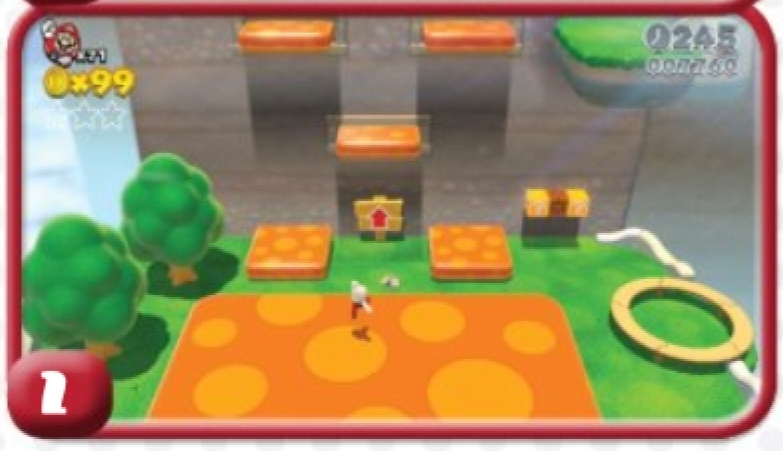
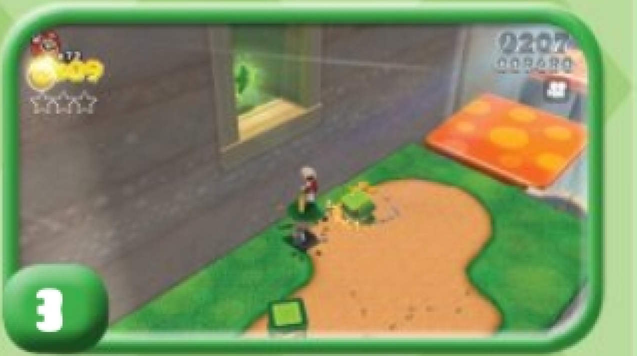
GOAL
LEGEND
+ Clock
? Box
Checkpoint Flag
Fire Flower
Green Star
Red Ring
Stamp





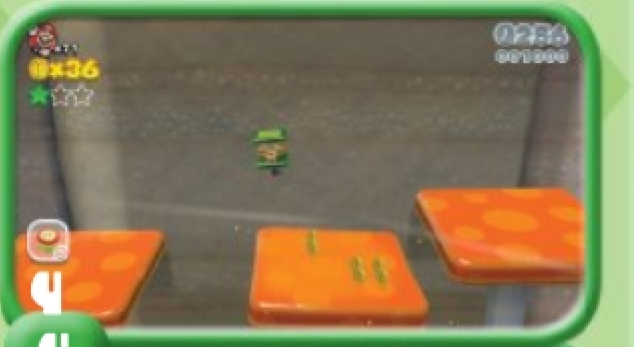
Many Mushroom Trampolines populate the level, and are necessary to progress forward past obstacles and enemies, or to collect items. The large Mushroom Trampoline before a vertical wall that can only be scaled by using smaller moving Mushroom Trampolines is something of a trap: Crossing it directly is slower than just running on the sides and can cost you lots of time.

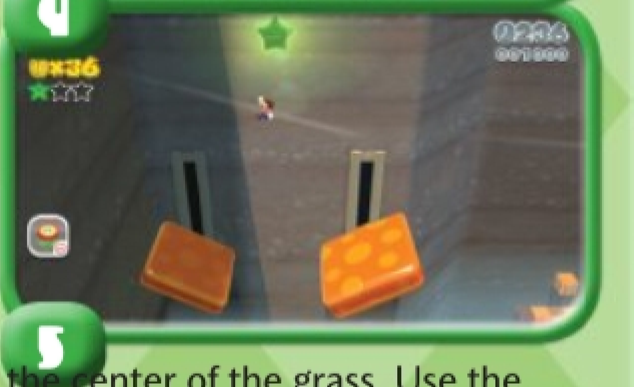
GREEN STAR #1



After climbing up the wall using the Mushroom Trampolines, you'll encounter a trio of Hop-Chops. One of them turns into a springboard when stomped, and you can take it to the wall to reach the first Green Star's alcove.

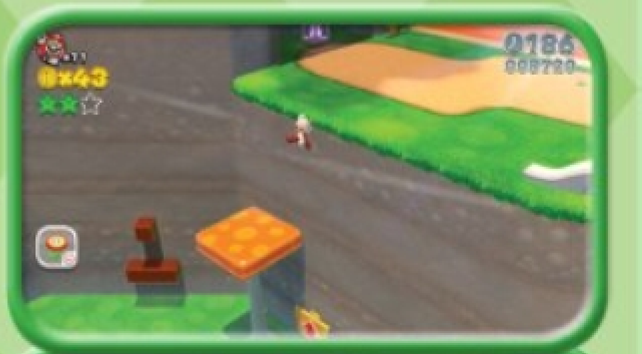
GREEN STAR #2

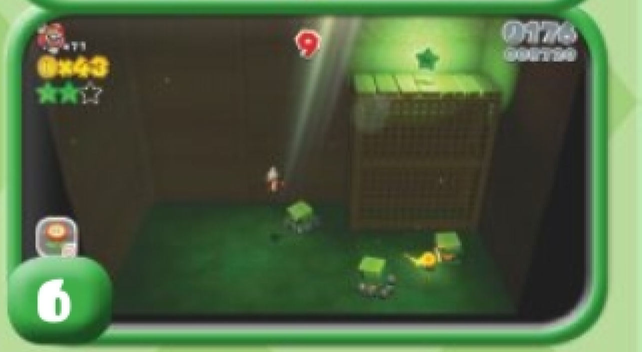




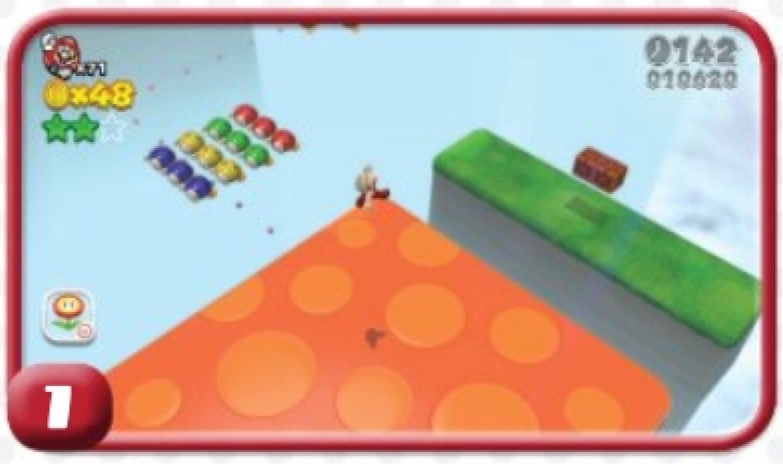
Take the Hop-Chop that turned into the springboard with you as you cross the chasm using the giant Mushroom Trampolines. You've got to work fast, as the Hop-Chop will eventually recover and then you'll drop it into the chasm. Cross the Checkpoint Flag, then go north from there and take the Hop-Chop with you up the steps; drop it at the center of the grass. Use the springboard now to launch yourself up toward one of two Mushroom Trampolines scrolling up and down the side of the mountain, and eventually reach the second Green Star.

GREEN STAR #3





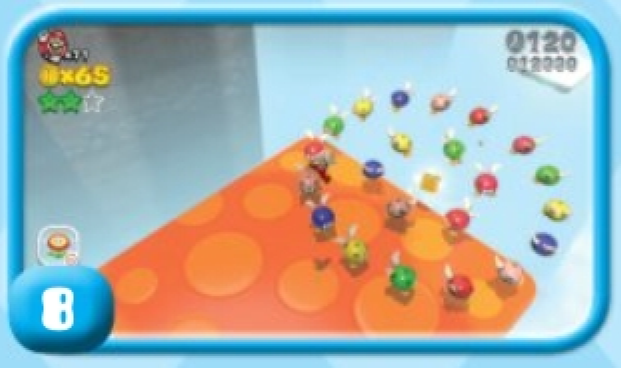
After collecting the second Green Star, scale the wall to the right using the Mushroom Trampolines. You end up next to a Mystery Box leading to a bonus room, where you have 10 game seconds to use the Hop-Chops (or Cat Power-Up, which is much easier) to reach the final Green Star. If you're having trouble making the jump without the Cat Power-Up, a ground pound on the springboard should get you enough height.



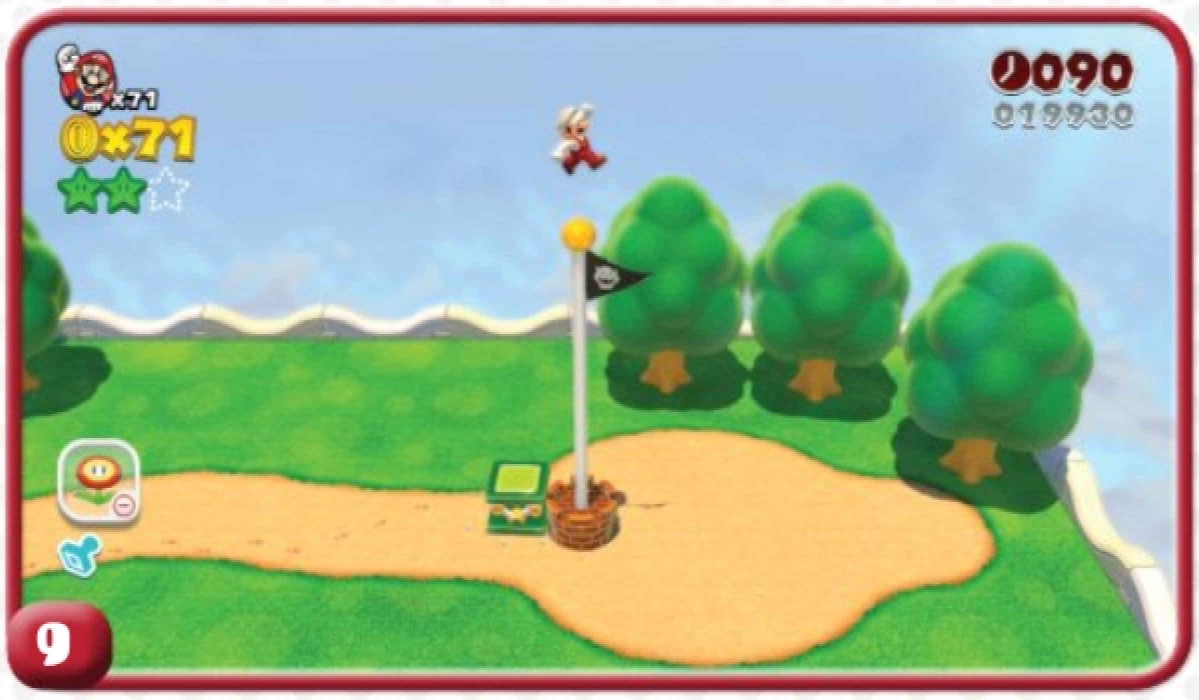
The final chasm must be crossed by using a massive Mushroom Trampoline, and all the while you must deal with large formations of Para-Biddybuds. Don't get so caught up trying to score extra lives from stomping the Biddybuds that you're left behind by the Mushroom Trampoline.

A ? Hat is found on the small island that the Mushroom Trampoline moves past, hidden among the two blocks. Just don't get left behind while you try to grab it.

STAMP

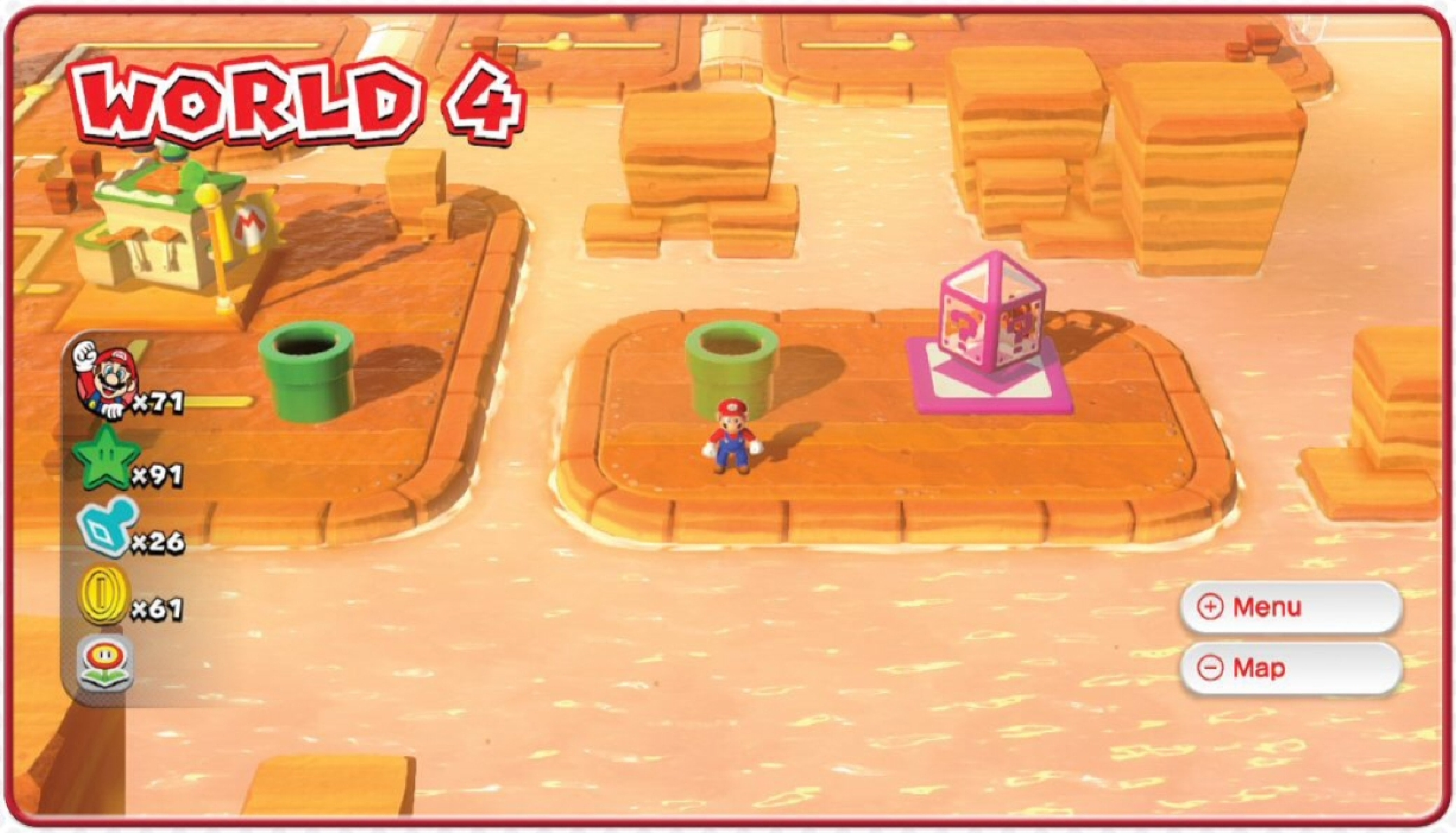


The Stamp is at the center of a huge swarm of Biddybuds. Don't let potential 1-Ups from the Biddybuds distract you from it! The Warp Box leading to the Goal Pole area is just beyond the Stamp.



To reach the top of the Goal Pole, you need the Cat Power-Up or you can use one of the Hop-Chops to get the necessary height.

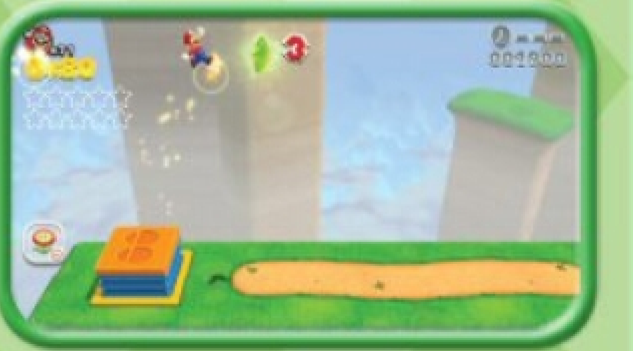
WORLD 4:
Mystery House Mad Dash



Beating 4-4 opens a side path to a pipe on the World Map, which will take you to the World 4 Mystery House. Unlike the previous house, you have 10 total Green Stars you can earn here. As before, to fully complete the Mystery House, you must get all the Green Stars in one full pass, failing a room (or losing a life) will send you back to the start of the gauntlet.

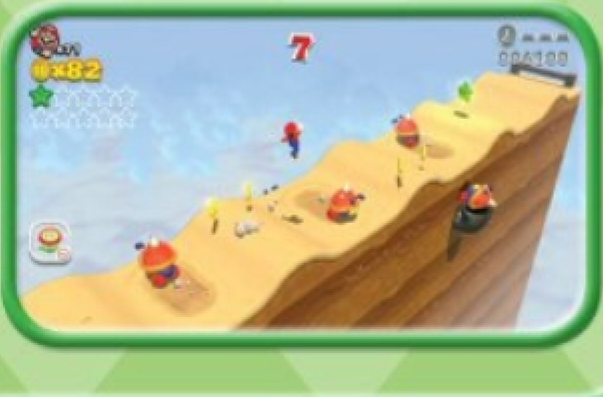
GREEN STAR #1

The first challenge is to use Jump Panels to scale a series of progressively taller cliffs until you reach the last cliff and must vault up to the Green Star.



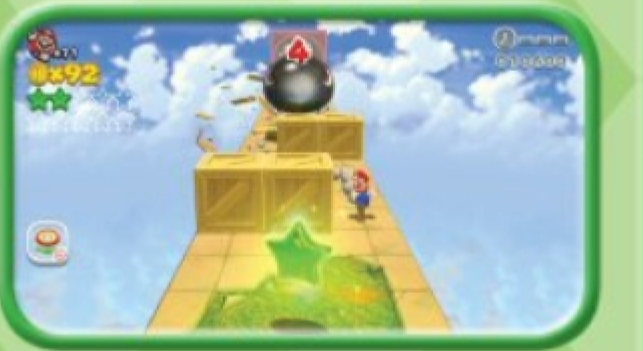
GREEN STAR #2

Challenge 2 is a simple dash along a hilly path. Avoid the Horned Ant Troopers and reach the star!



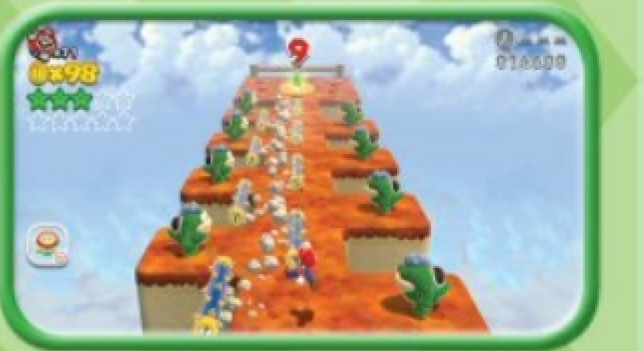
GREEN STAR #3

You start the third challenge in front of a Banzai Bill cannon that just fired. Run toward the camera as fast as you can, and around or over the wooden crates. The Green Star is at the center of the path beyond all the obstacles.

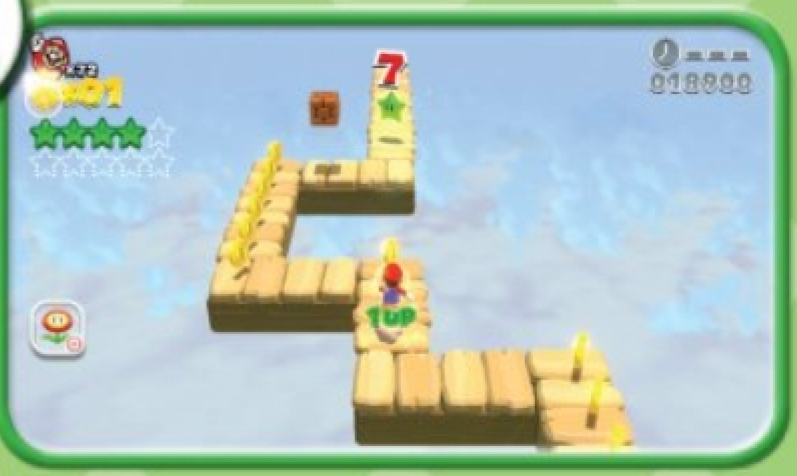


GREEN STAR #4

Another straight path to dash through, only now it's flanked by Spikes, little green lizards who toss large spiked rollers in front of them. You'll have to use well-timed jumps to get past the rollers they toss and get to the Green Star.



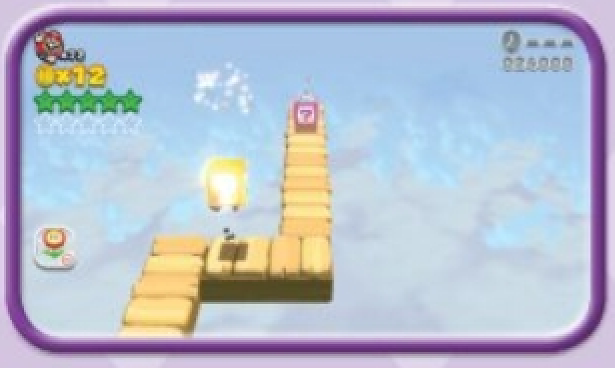
GREEN STAR #5



A narrow, winding, wooden path looks really dangerous, and if you intend to follow it turn by turn, you cannot stop dashing at all. However, you can make this a lot easier on yourself by doing long jumps across the gaps and maintaining a straight route directly at the Green Star.

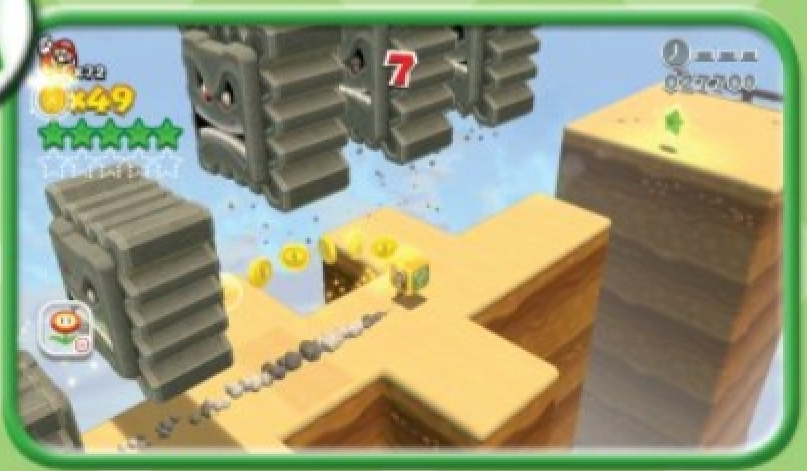
TIP

Get a New Hat!



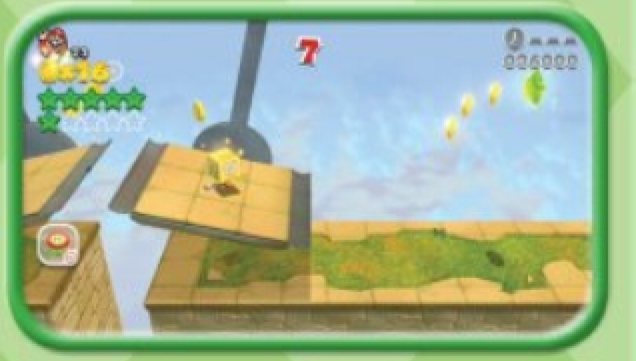
The block that you pass up on this course contains a Coin Box Hat. Before you leave the area, grab this item and enjoy the extra Coins.

GREEN STAR #6



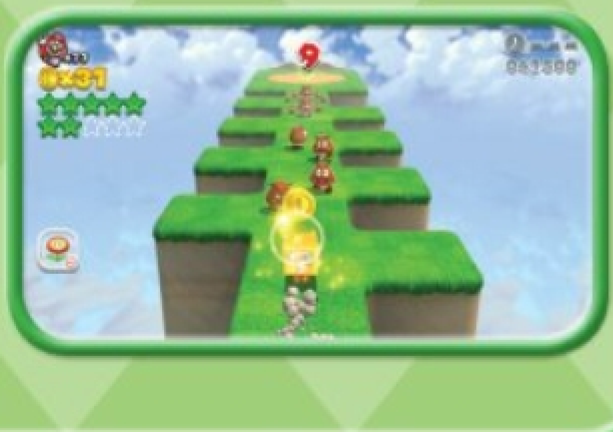
A Dash Panel next to where you start this room will launch you down a straight path, with Thwomps above almost the entire route, ready to crush you if you falter even half a step. Don't miss the last jump to reach the Green Star!

GREEN STAR #7



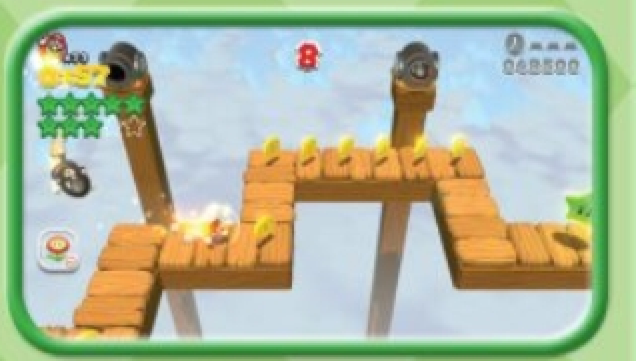
Challenge 7 starts you on a platform that is swinging like a pendulum, partway across a pit toward another swinging platform, which in turn swings toward a third platform. Beyond the third platform, the Green Star hangs in the air. You cannot miss this jump;, you'll most likely not have a second chance at the star.

GREEN STAR #8



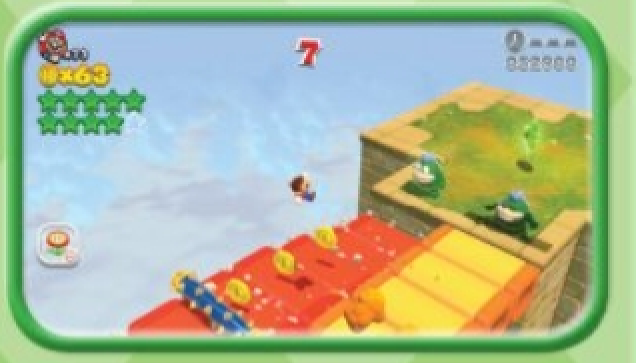
This path is similar to the one for Green Star # 4, but your enemies here are a swarm of Goombas. Get past them as quickly as you can to retrieve the star.

GREEN STAR #9



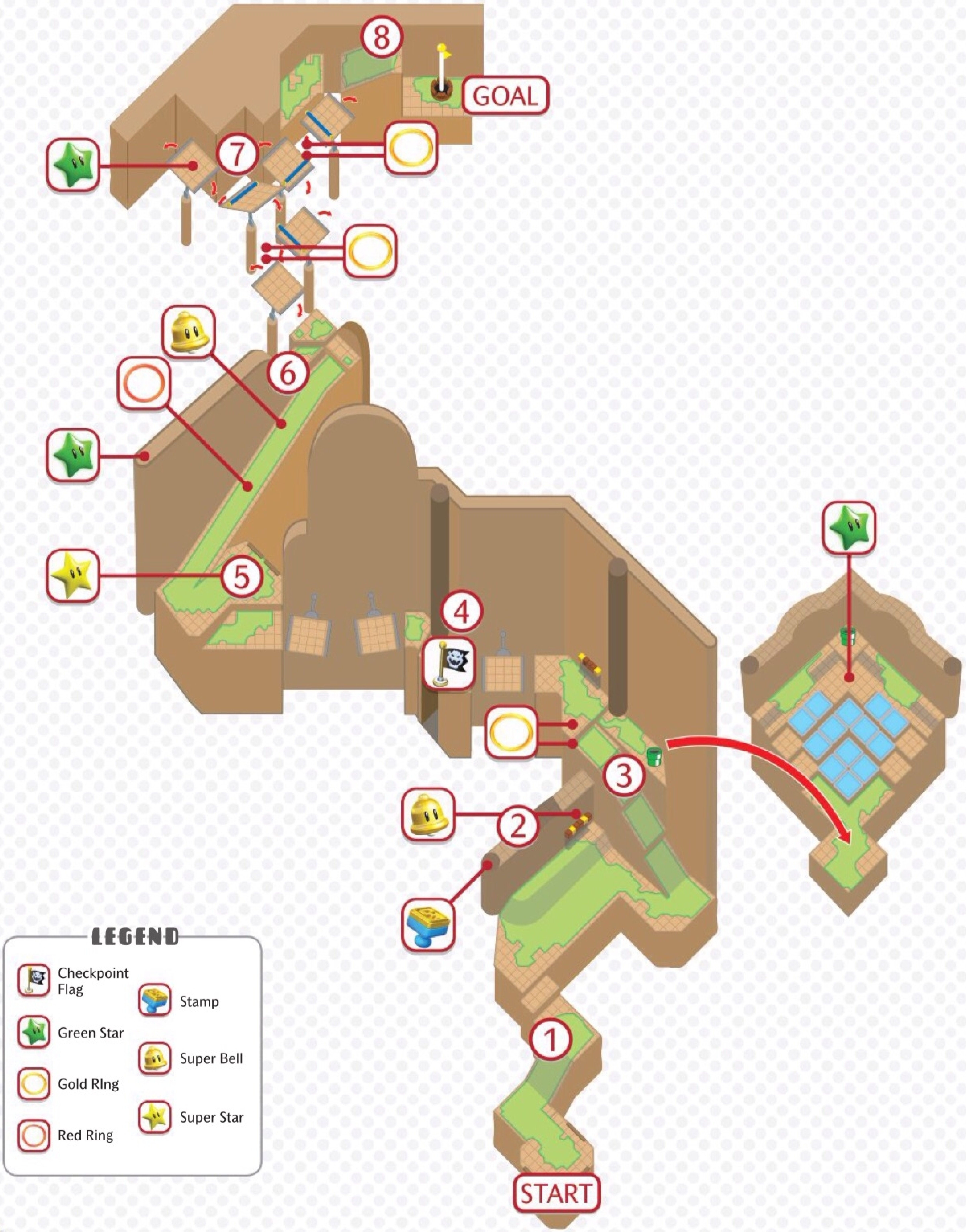
Now it's back to that winding wooden path suspended in the air, except this time, the camera view is from the side, and cannons are firing Cat Bullet Bills at you. The same trick from before works here: long-jump over those gaps to get to the star as fast as possible.

GREEN STAR #10



This last challenge is actually pretty easy to mess up: Two bridges of Donut Blocks separate you and a pair of Spikes on the other side. Their rollers will cause the lifts to fall into the chasm below. You have to be fast enough that you can get within a safe distance to jump from your likely falling platform to safety. Don't even both fighting the Spikes, just get the Green Star and put an end to this Mystery House!

WORLD 4-5:
Spike's Lost City


8
GOAL
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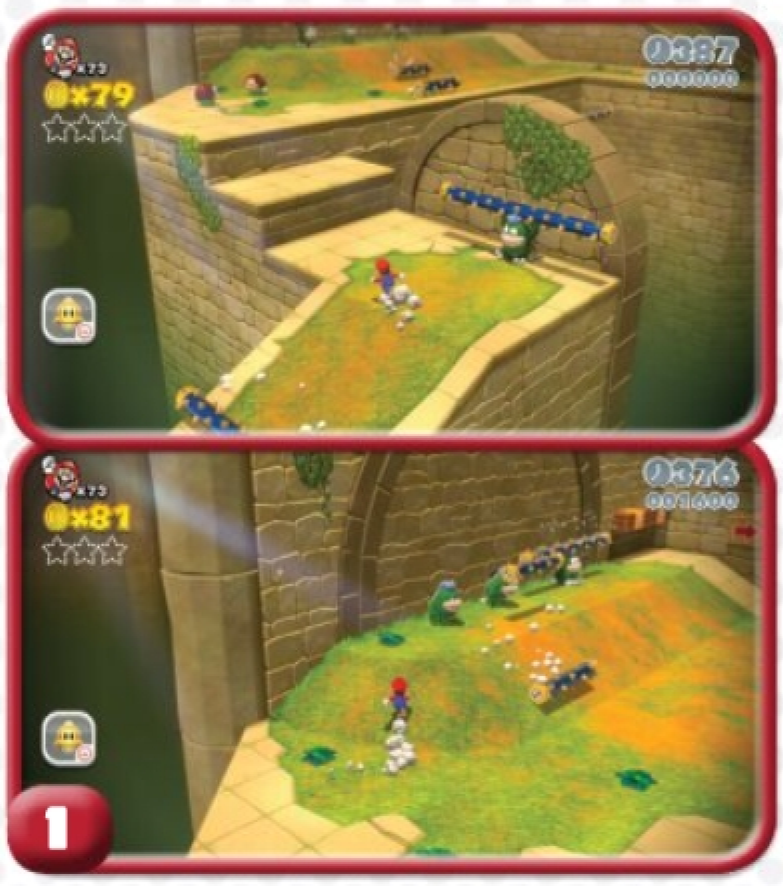
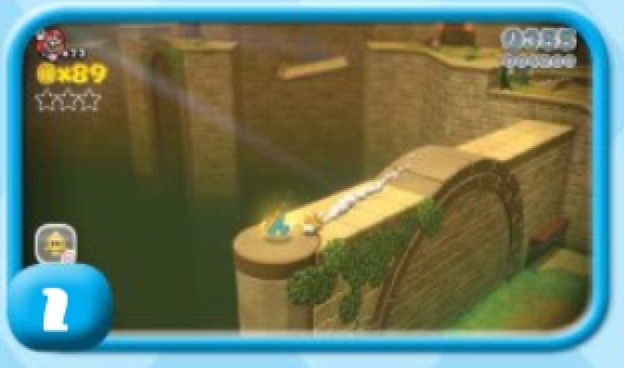
START
LEGEND
Checkpoint Flag
Green Star
Gold RIng
Red Ring
Stamp
Super Bell
Super Star



Spikes are a devious members of Bowser's army. They produce long, spiked rollers that take up the majority of any path a Spike is defending. You'll have to deal with Spikes and Galoombas in the opening section of the level.

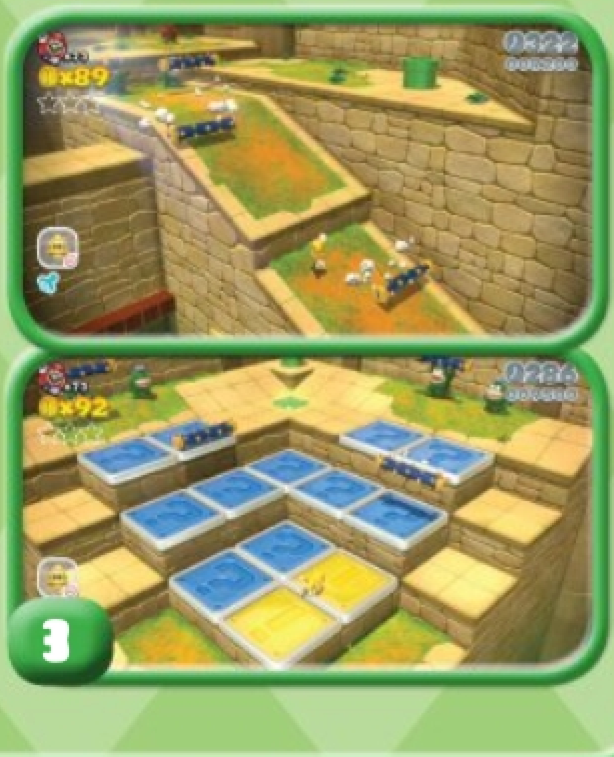
STAMP

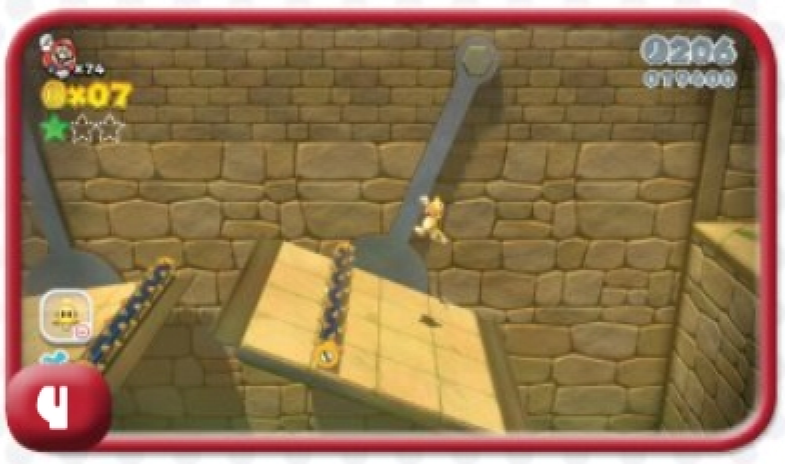
The Stamp can easily be collected if you have a Cat Power-Up, which is conveniently provided by ? Blocks next to a trio of Spikes. It's not a requirement, though. Climb onto the wall the Spikes were next to, and run along the wall until you locate the Stamp.



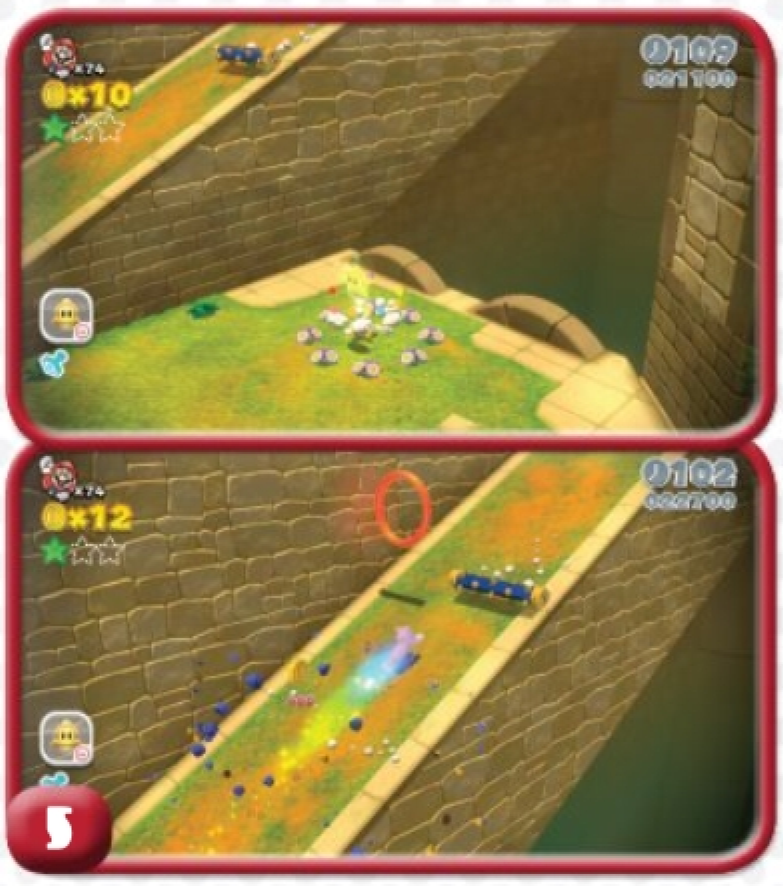
GREEN STAR #1

The hill next to the Stamp wall is guarded by more Spikes. Next to that hill is a pipe that takes you to a side chamber filled with Switch Panels you need to press to reveal the star. More Spikes will be tossing rollers across the panels, making this a bit more challenging.





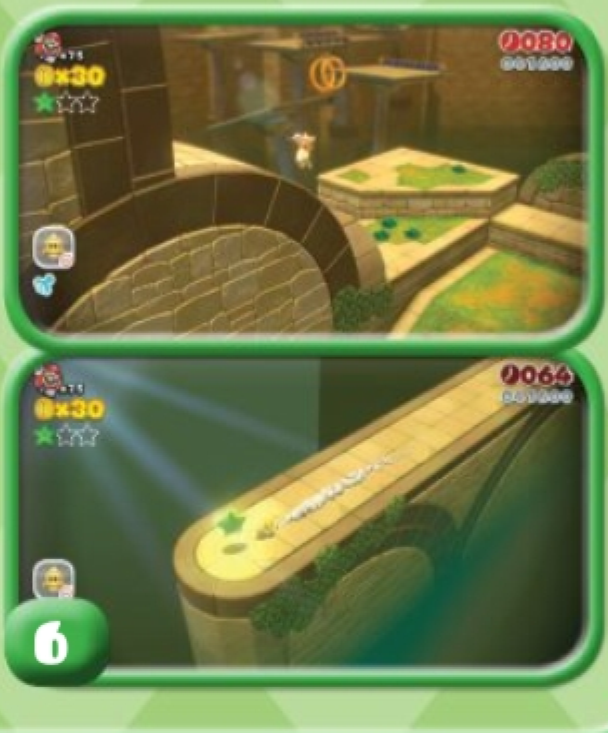
The chasms before and after the Checkpoint Flag must be crossed by using pendulum platforms. However, there's an added twist: the spiked rollers on these platforms.



Ground pound the circle of flowers after crossing the chasms to reveal a Super Star. This will make the climb through the spiked rollers that are being tossed down the nearby hill much easier.

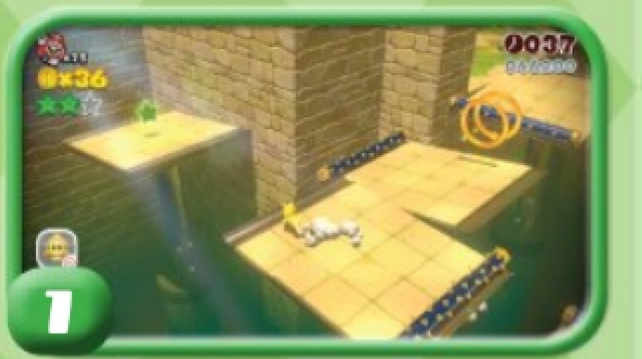
GREEN STAR #2

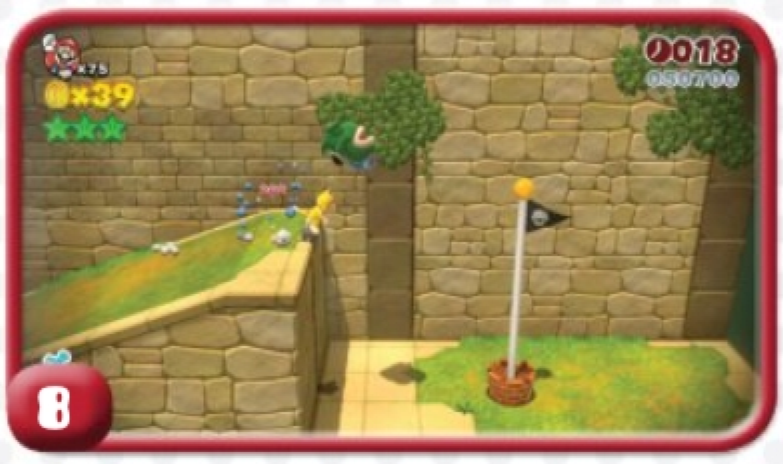
At the top of the hill, deal with the Spikes, then look at the nearby curved wall that flanks the hill. You can climb up this wall, then dash along the top of it to reach a Green Star. You must have a Cat Power-Up to reach this Green Star.



GREEN STAR #3

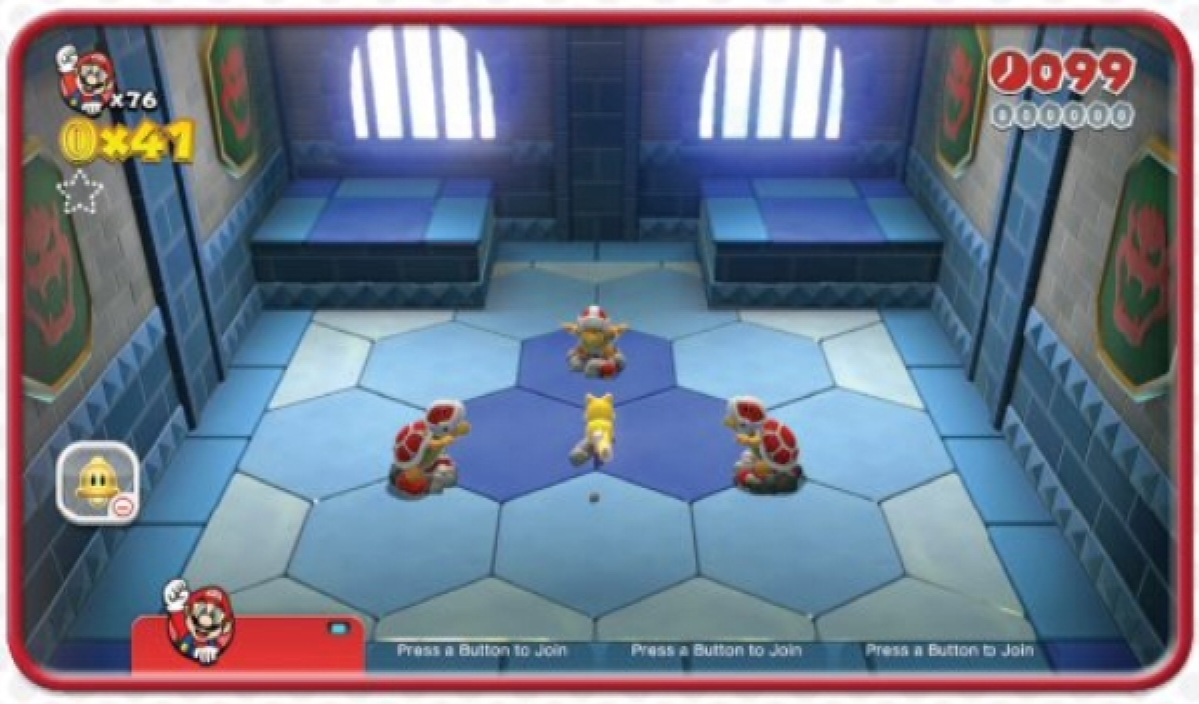
The last Green Star is in the middle of a tricky section filled with swaying platforms and spiked rollers. It's not a tough jump, just show some patience at let the platforms come to you rather than trying to make risky long jumps.

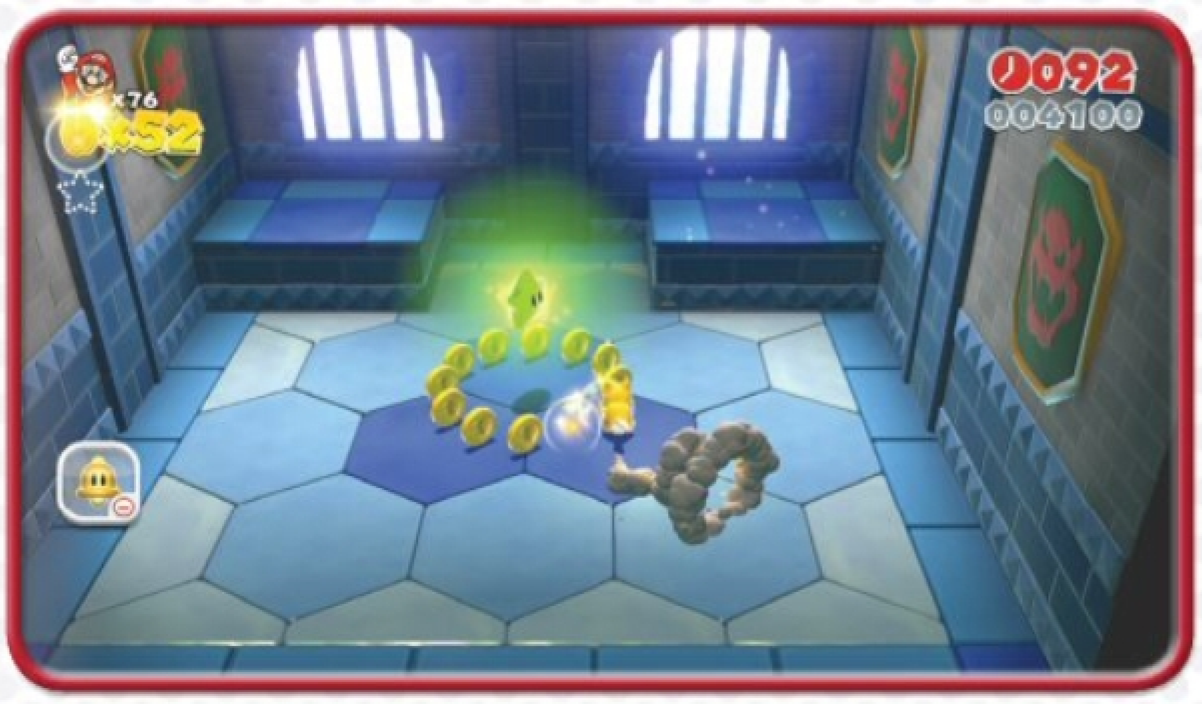




The last run to the Goal Pole is guarded by a lone Spike. It's best to take him out, then make a second run to make sure you don't lose momentum for reaching the top of the Goal Pole.

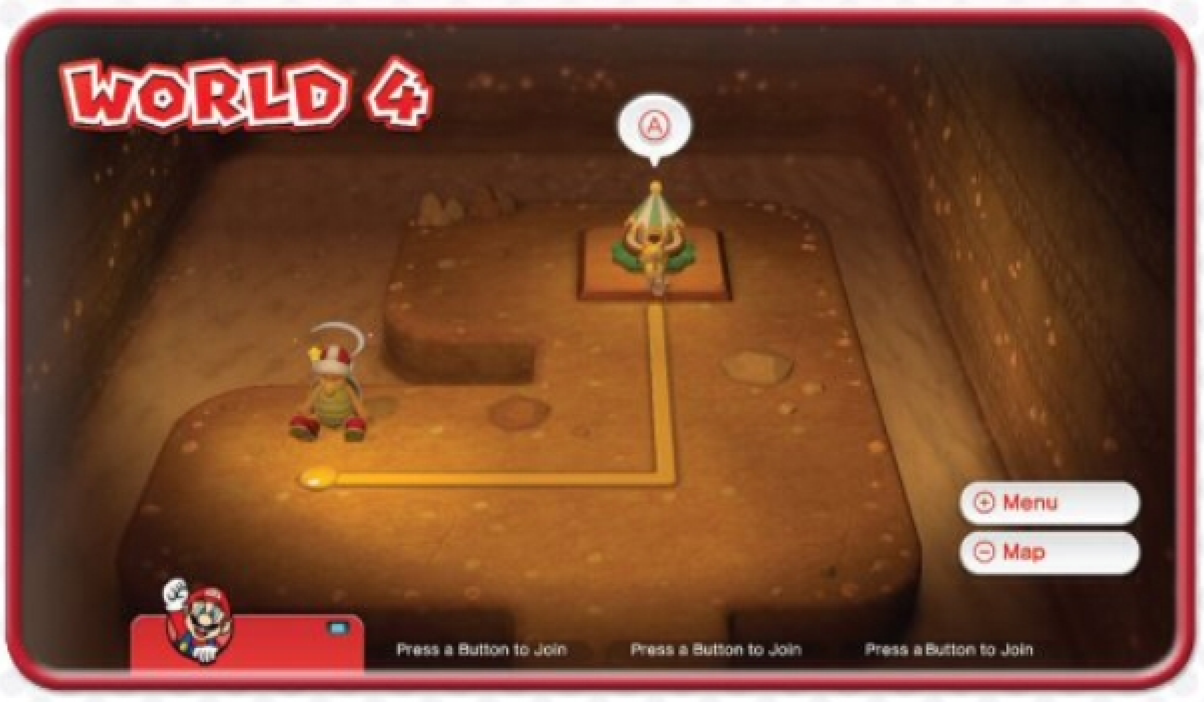
WORLD 4-B:
Fire Bros. Hideout #1


x76
x41
0099
000000
Press a Button to Join
Press a Button to Join
Press a Button to Join


x76
x52
0092
004100

South of World 4-5 on the World Map is a pipe that leads to and underground section. There, you can take on a team of Fire Bros. on their home turf. It's three-on-one (or more if you're playing with friends), and the Fire Bros. will aggressively try to keep you away using their fireballs. You also have a mere 100 game seconds on the clock. Once you knock these guys out, you earn a Green Star.

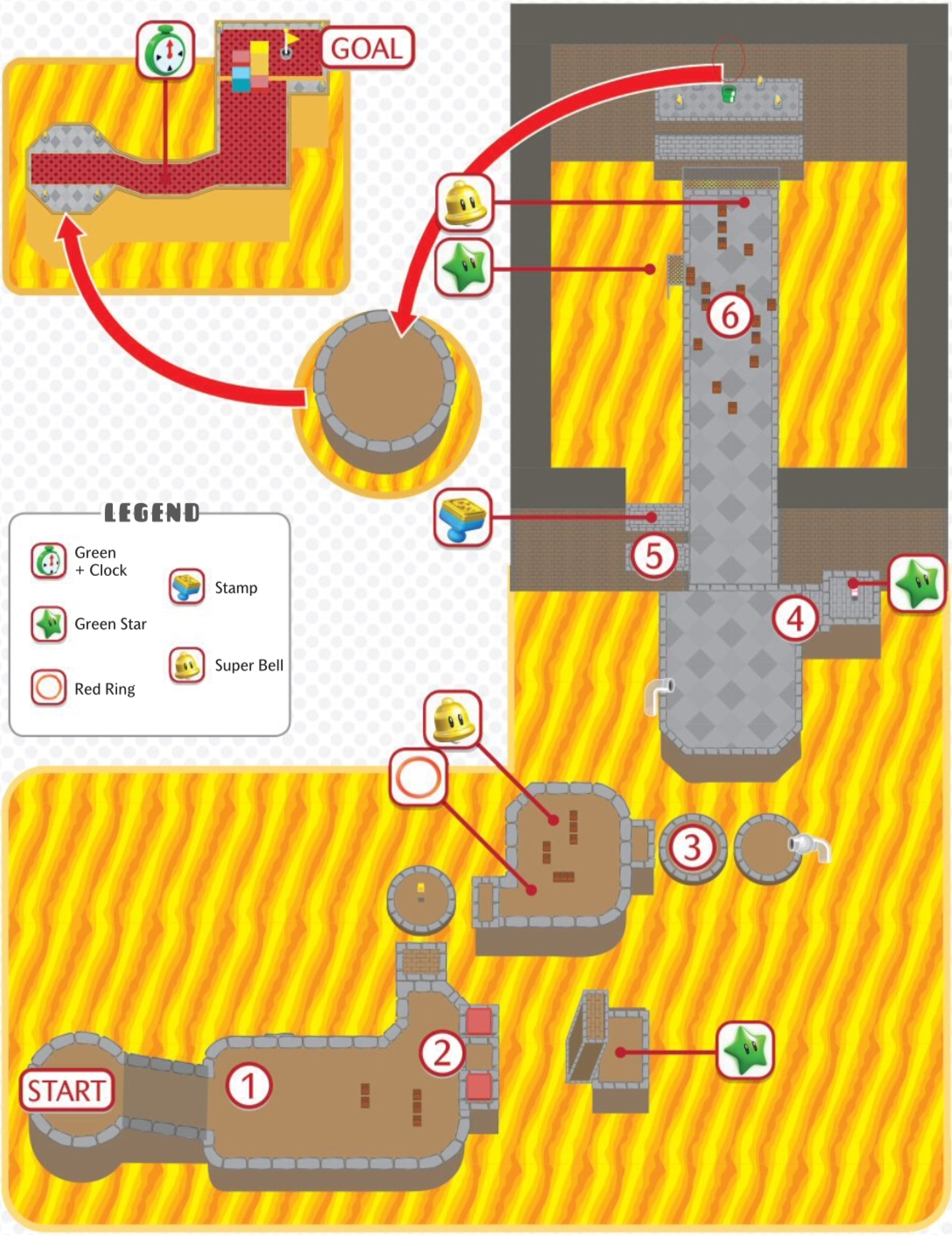
WORLD 4:
Sprixie House


WORLD 4
Menu
Map
Press a Button to Join
Press a Button to Join
Press a Button to Join

STAMP

This house is only available after you beat World 4-B.

WORLD 4-CASTLE:
Lava Rock Lair

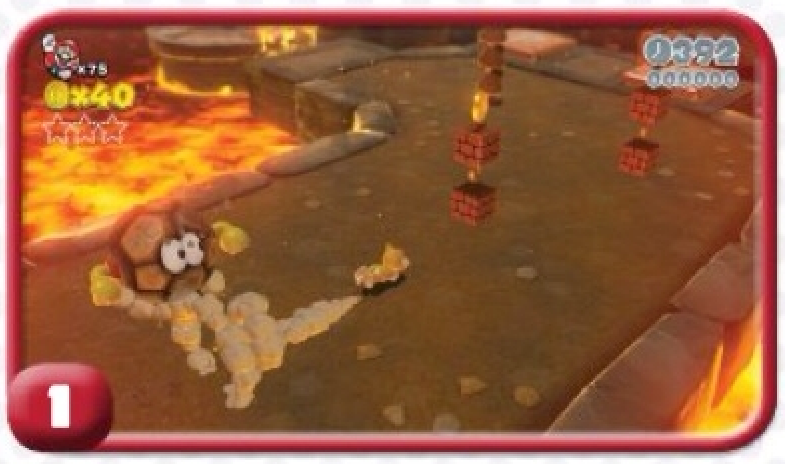

GOAL
6
5
4
3
2
1
START
LEGEND
Green + Clock
Stamp
Green Star
Super Bell
Red Ring

NOTE

Green Star Unlock Requirement

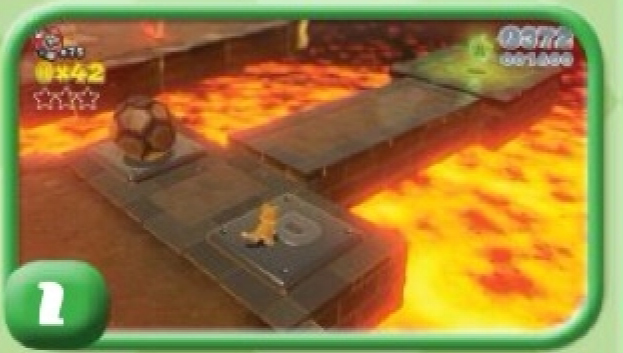
50 Green Stars

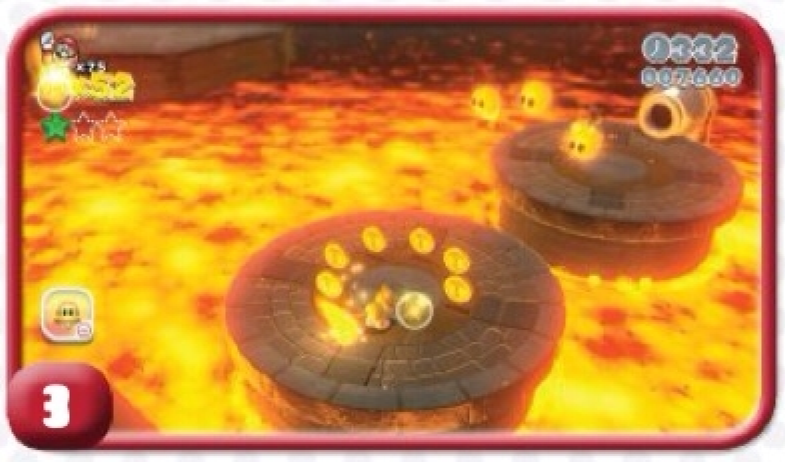
A Brolder and a Goomba Tower are your first opponents in this lava-filled level. Remember, you can't touch any of the lava surrounding these platforms. If you're playing by yourself, *don't* throw that Brolder into the lava just yet!


1

GREEN STAR #1

Use a Brolder to activate one P Switch panel while you hold down the other. This lowers a bridge into place for you to cross the lava and retrieve the Green Star.

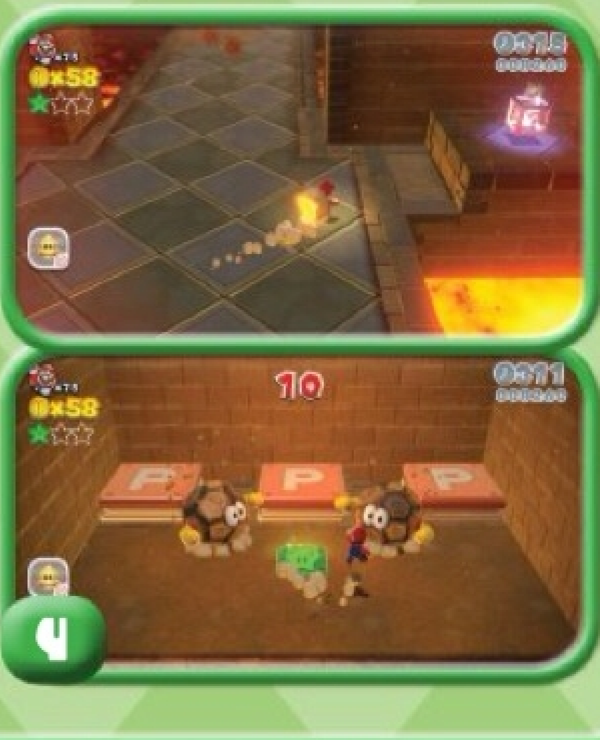

2


3

Watch out for the Lava Bubbles while navigating the rotating platforms.

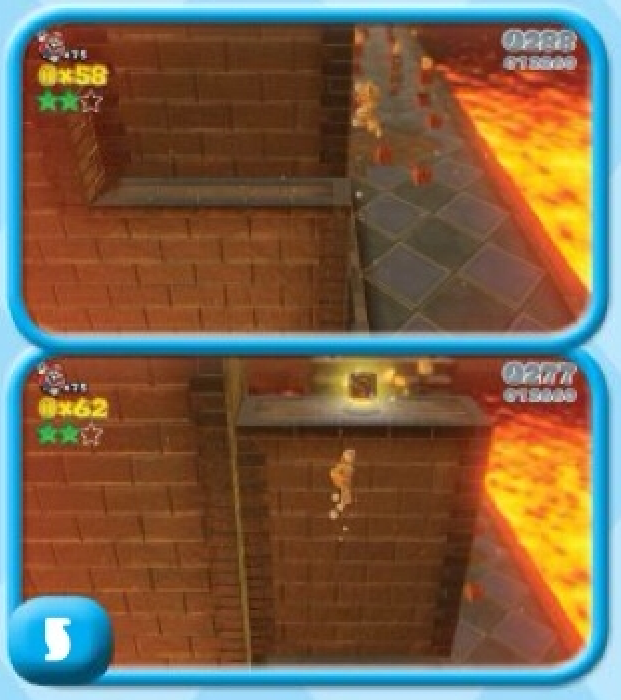
GREEN STAR #2

Shortly after surviving the Clear Pipe trip through the lava, you encounter a Mystery Box. The bonus room beyond it requires you to use two Brolders to activate two of the panels in the room, while you stand on the third. Work fast; you have 10 game seconds to do it.

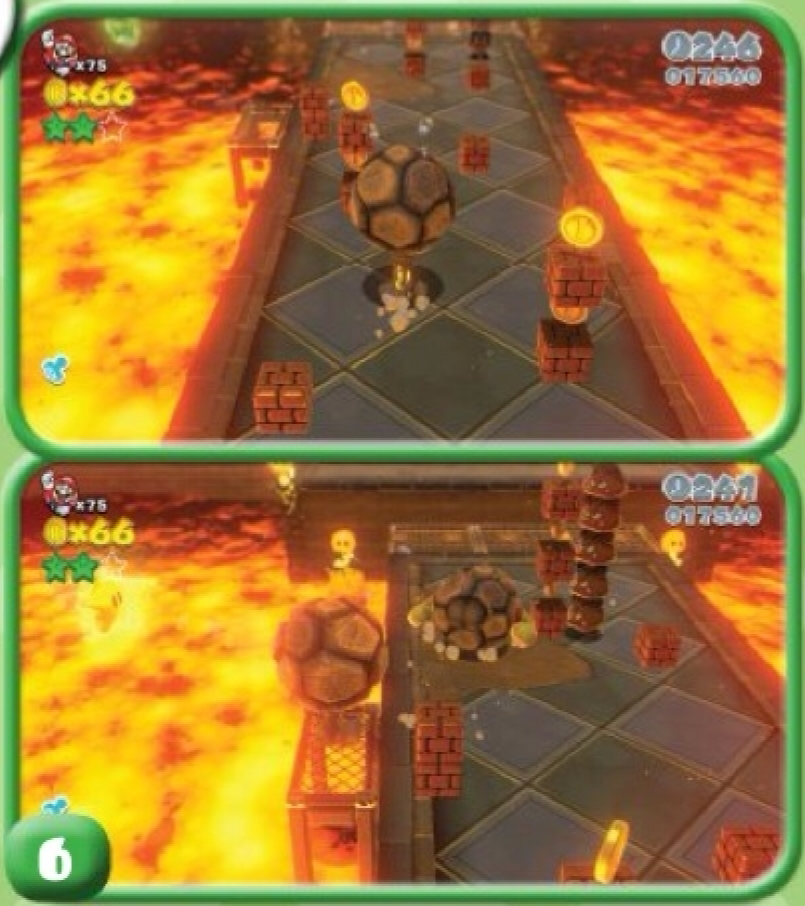

4

STAMP

On the wall opposite to the Mystery Box, you can find the Stamp. The problem is, you need the Cat Power-Up to reach it, as there's no other handy way of scaling the wall.

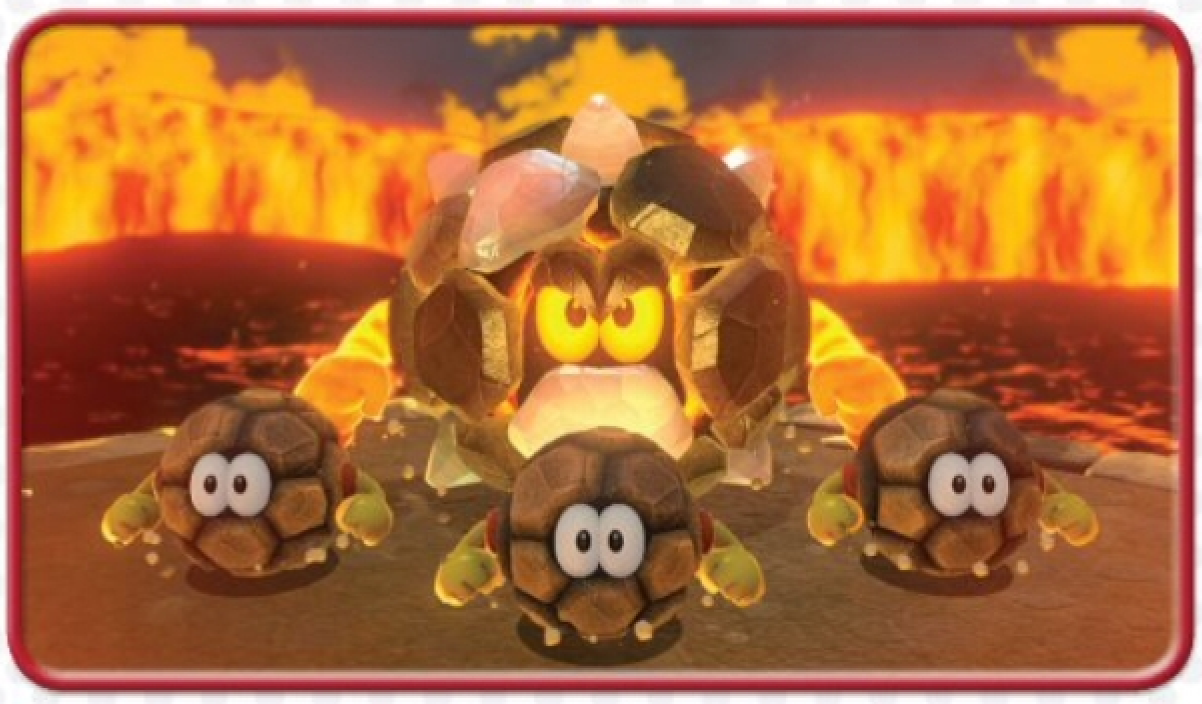

5

GREEN STAR #3

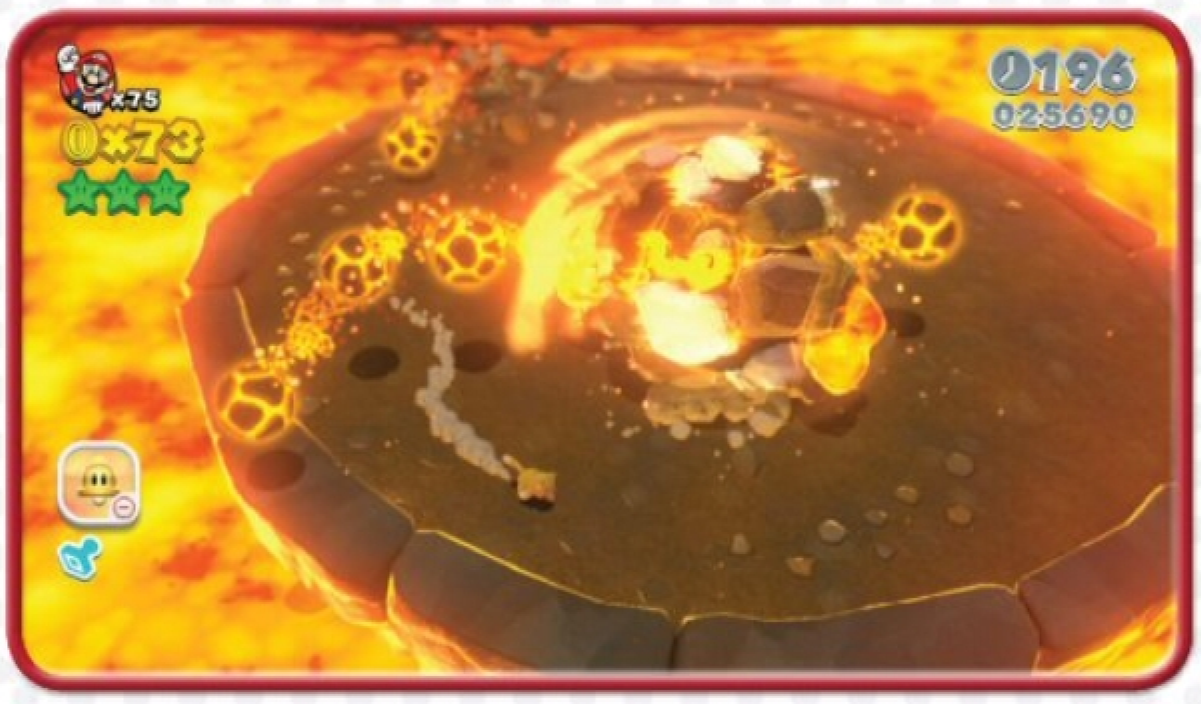

6

The final Green Star can be found over the lava next to the bridge leading away from the Stamp wall. You have no way to reach it yourself. However, Brolders will appear on the bridge, and you must throw one of them at the Green Star. With that, everything in the level has been collected. Make your way off the bridge, up the large stone steps, and into the pipe. You're in for another boss battle!

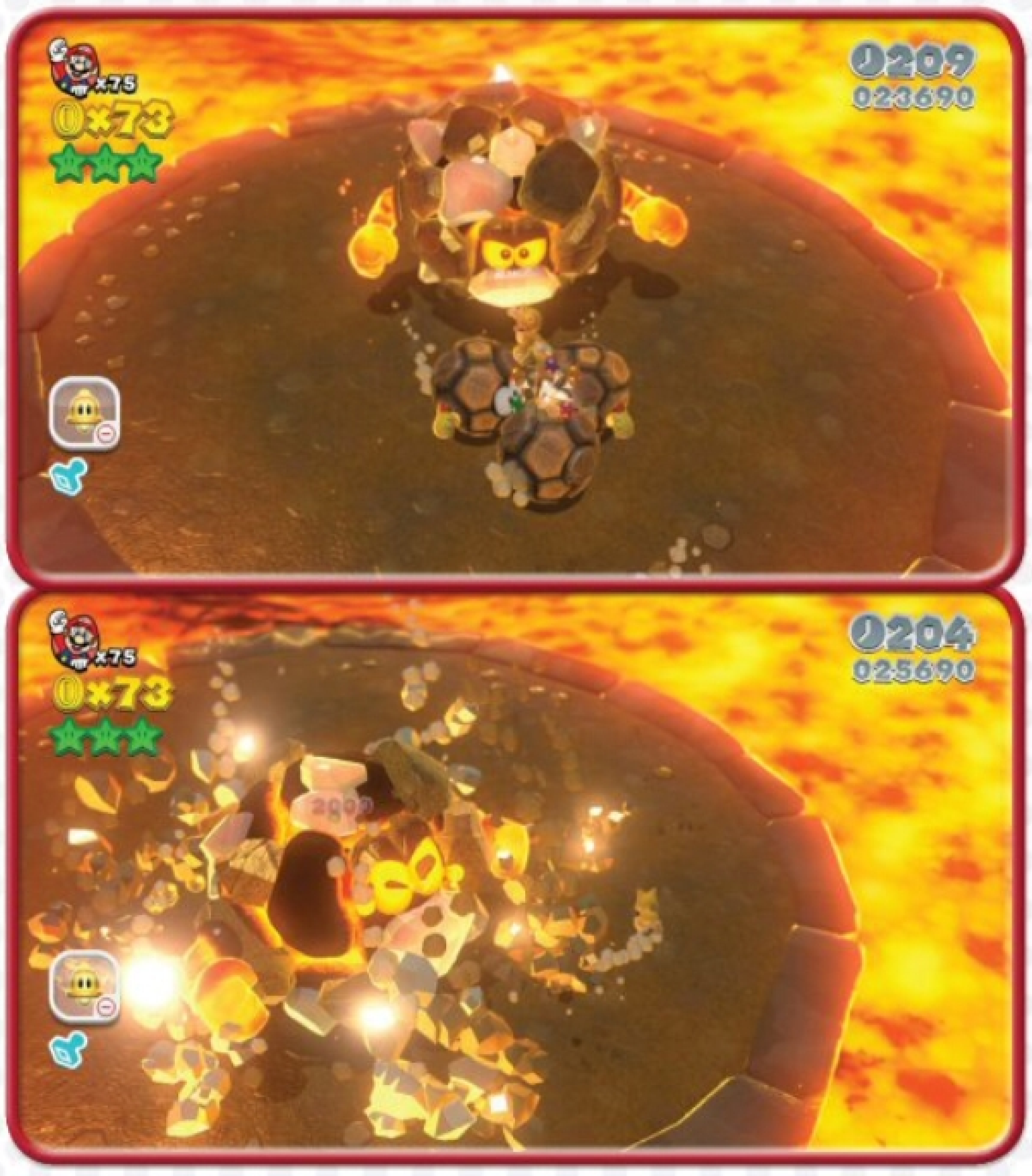
BOSS BATTLE: Boss Brolder



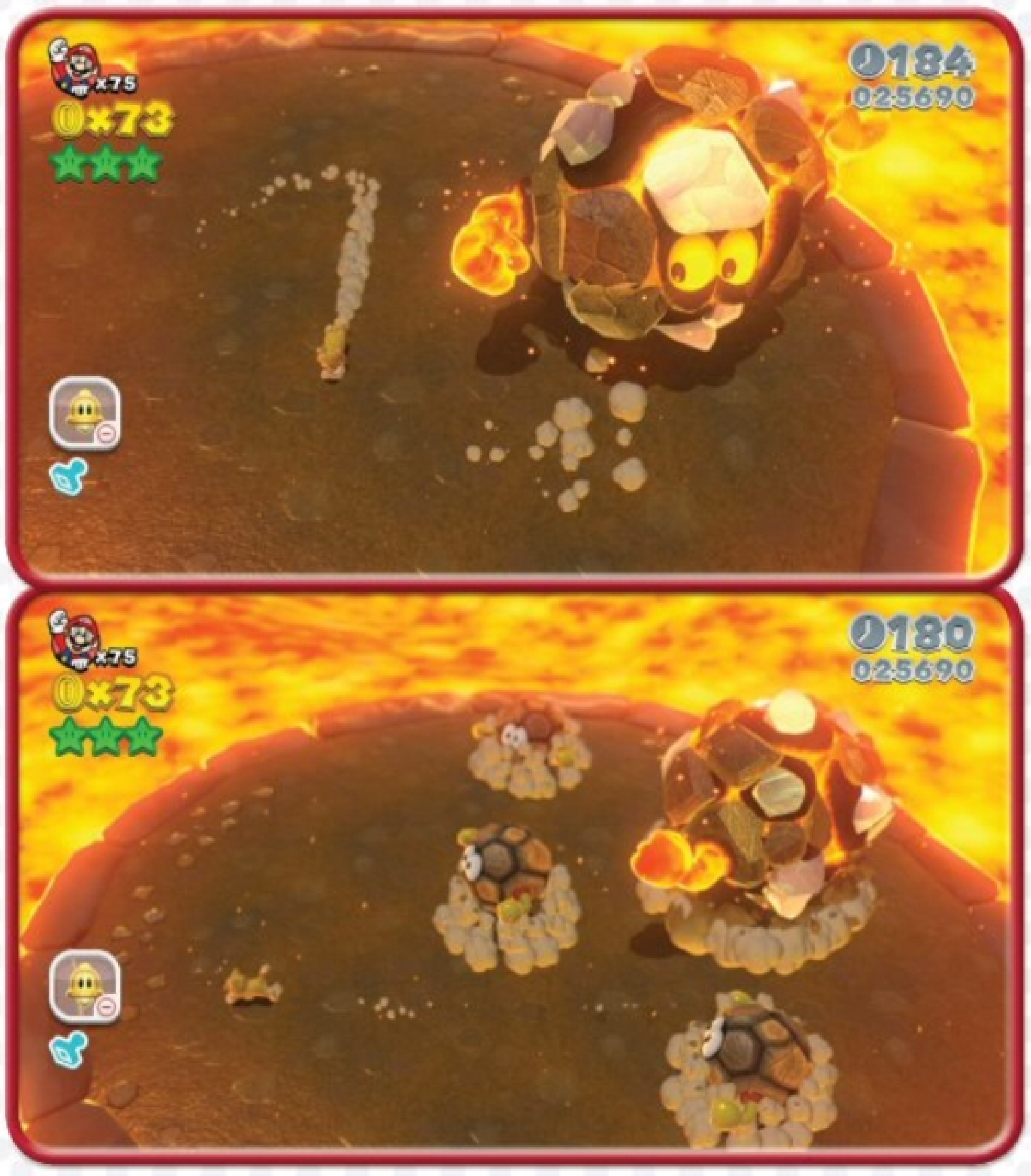
Boss Brolder is not pleased to see you, and he's brought friends to help shove you off the platform and into the lava.



After you score a hit, Boss Brolder spin wildly, flinging lava rocks onto the arena. Stay away from him and the lava rocks!



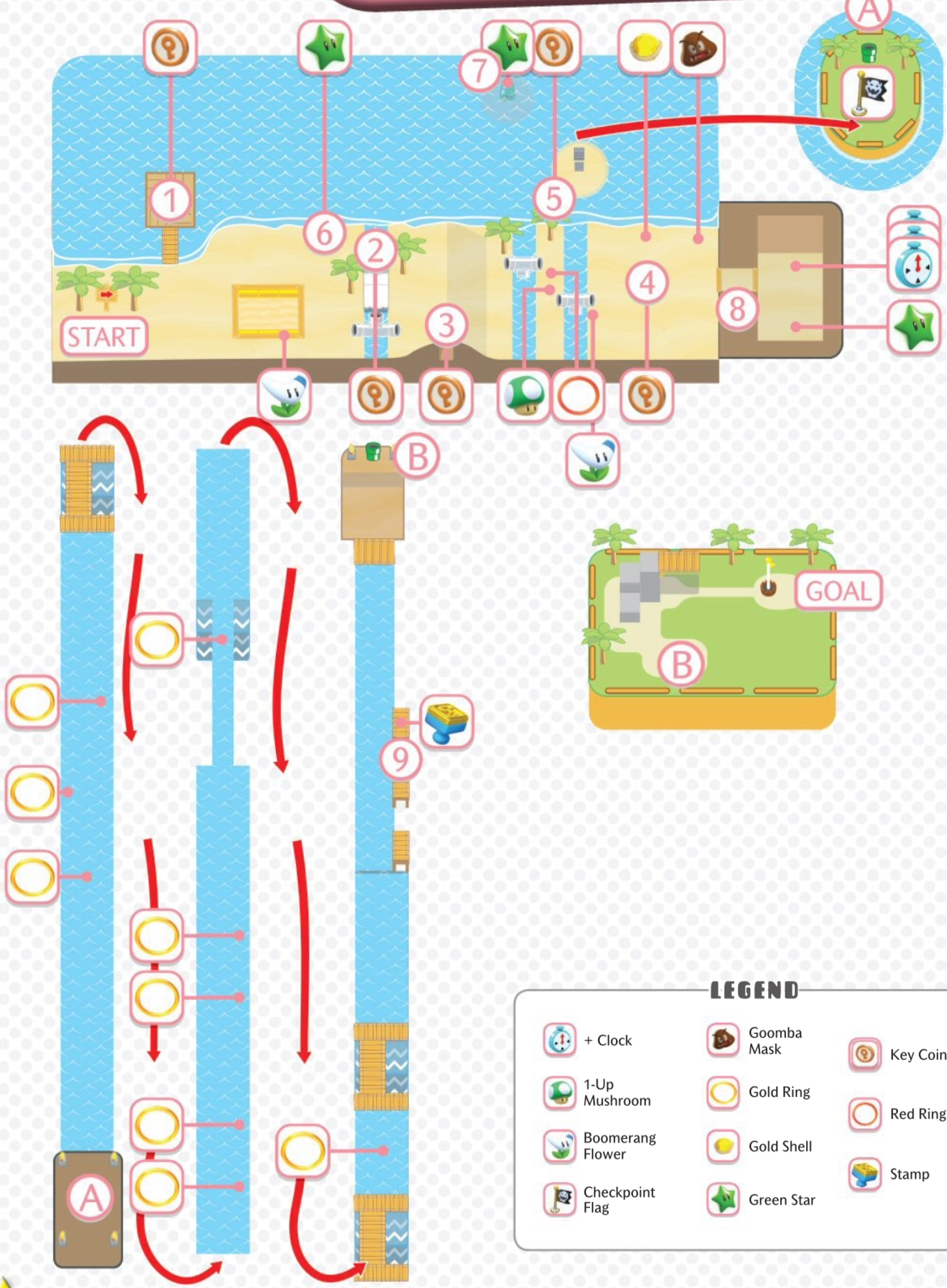
The fight begins with Boss Brolder and his minions rolling toward you. To hurt the boss, you need to pick up one of the smaller Brolders and toss it at the big guy. This is easier said than done; Boss Brolder will simply roll over any of his minions that you stun too close to him.



Eventually, Boss Brolder winds down, and he roll a short distance around the arena. When he stops, he summons three more Brolders, and the cycle begins again. He moves faster during later cycles, which means he can crush the smaller Brolders before you even have a chance to use one against him. His spin attack lasts longer while flinging more lava rocks onto the arena. You must score three hits before Boss Brolder is defeated. After that, you have to make a final run across the roof of the castle to reach the Goal Pole. World 4 is in the bag!

WORLD 5

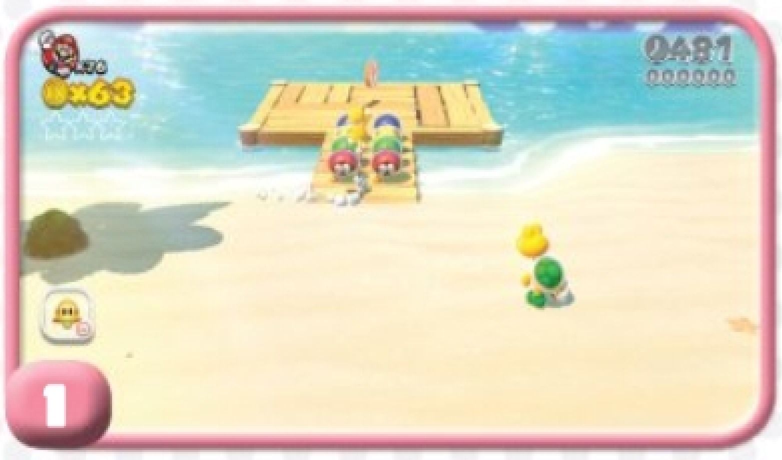
WORLD 5-1:
Sunshine Seaside


A
7
1
6
5
2
4
8
3
START
B
GOAL
B
9
A

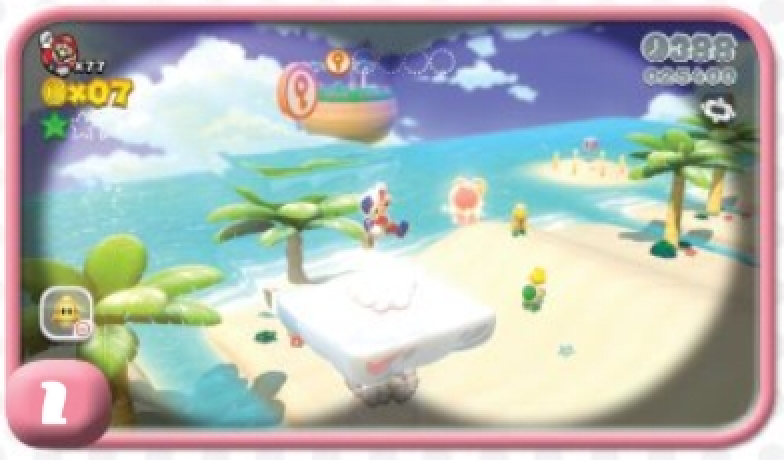
LEGEND

- + Clock
- 1-Up Mushroom
- Boomerang Flower
- Checkpoint Flag
- Goomba Mask
- Gold Ring
- Gold Shell
- Green Star
- Key Coin
- Red Ring
- Stamp

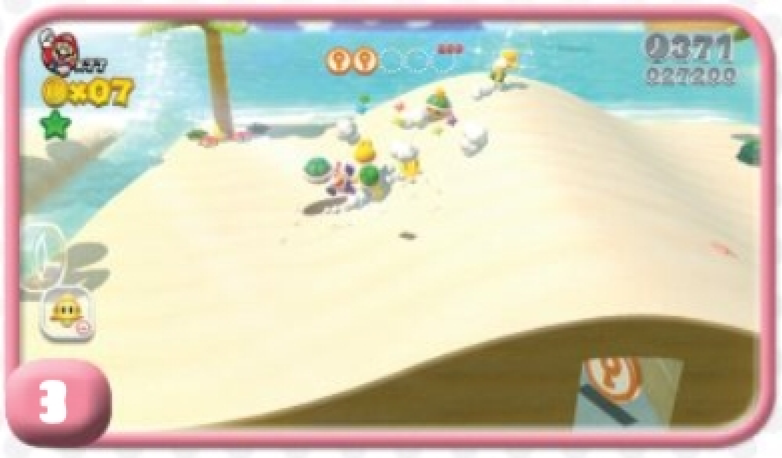
This level is different from others you've experienced so far. Five Key Coins must be collected before you can press on to the end of the level, and you have 500 game seconds on the clock to do that. Of course, first-time players will also want to find the three Green Stars and the Stamp hidden throughout the level.



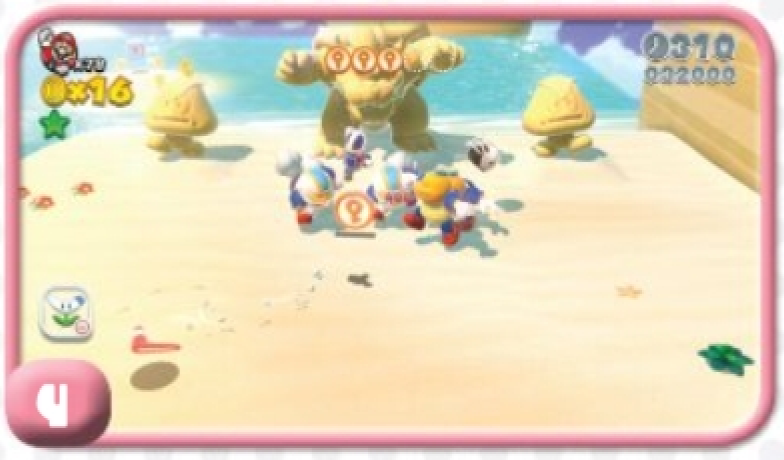
Key Coin #1 is close to your starting position, on a small dock protected by Biddybuds.



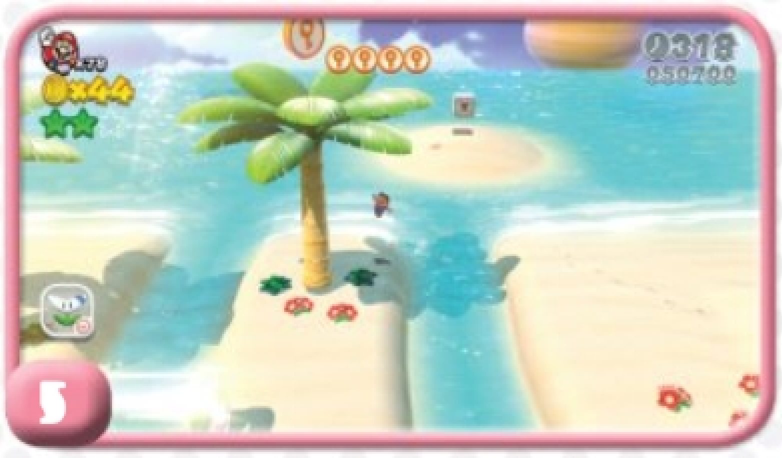
Key Coin #2 requires you to use a T-shaped Clear Pipe to launch up to a set of invisible cloud platforms. The Key Coin is suspended atop one of those platforms. One platform has a Sprixie with binoculars nearby, so you can observe much of the level.



Key Coin #3 is in a tunnel underneath a hill next to the pipe that takes you to the second Key Coin. Enter the tunnel from the water to reach the Key Coin.

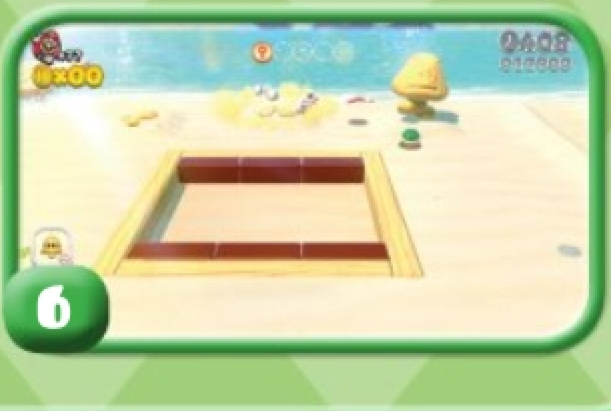


Key Coin #4 is surrounded by a group of Chargin' Chucks, next to a large sand statue of Bowser.



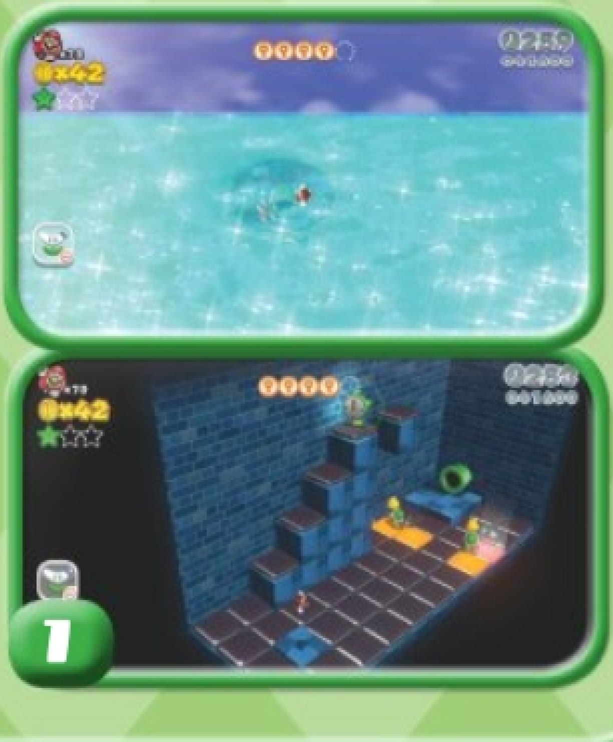
Key Coin #5 is on top of a palm tree on the shoreline that happens to be facing the Warp Box that opens as soon as all five Key Coins are in your possession. The Warp Box warps you to an island in the distance with a pipe that will drop you in the second section of the level.

GREEN STAR #1



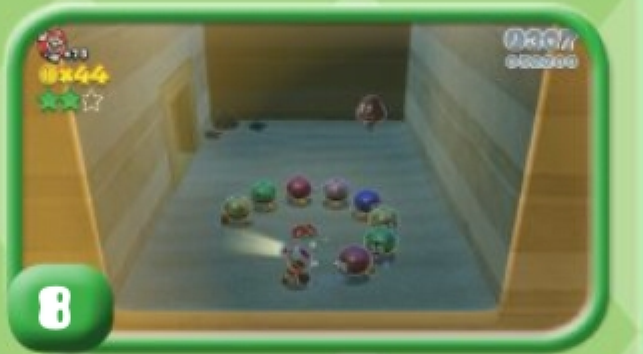
You can find this Green Star inside a sand statue of a Goomba.

GREEN STAR #2



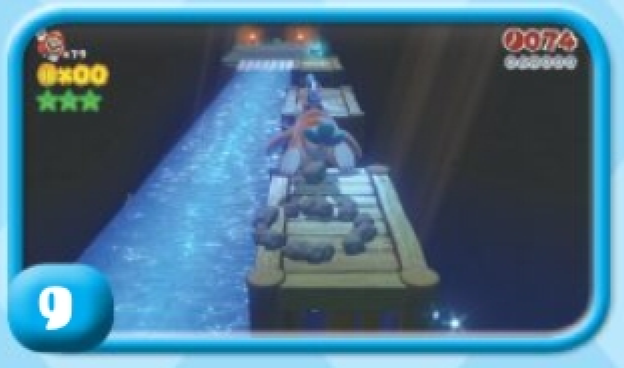
Out in the ocean, there's a pipe inside a large hole in the sea floor. Enter it to reach a bonus room that requires you to light up all the color panels before the second Green Star appears.

GREEN STAR #3



To the right of the Bowser statue is a small passage on the wall. You can reach it either with the Cat Power-Up or by doing a spin jump. Inside, Captain Toad flees from a pack of Biddybuds. Save him from the enemies, and he'll hand you the third Green Star.

STAMP



The final challenge in this level is to ride Plessie down a waterway filled with gaps, Splounders, and moving bridges. As you near the end, you'll spot a series of wood platforms on the right side of the waterway. Jump across these platforms to reach the Stamp, then jump back to the waterway and finish the ride. The Goal Pole is just beyond the pipe at the end!

WORLD 5:

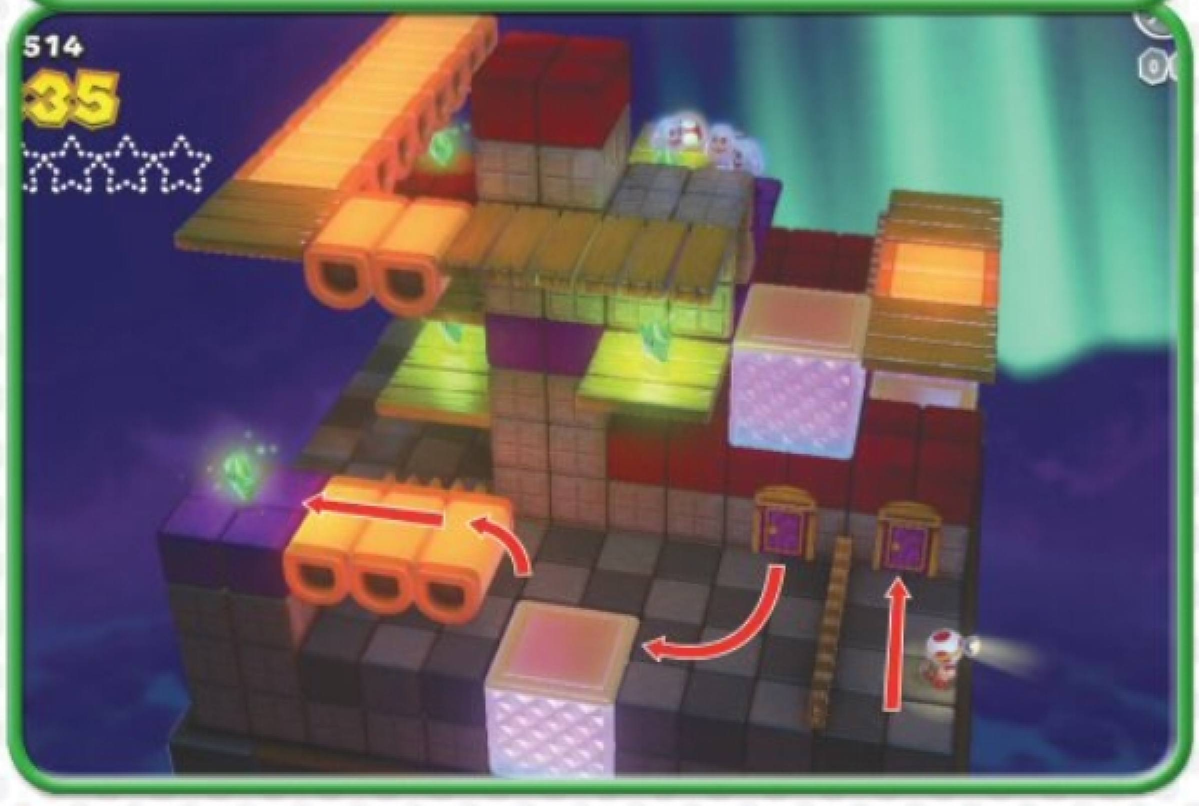
Captain Toad Plays Peek-a-Boo

NOTE

This level can be played immediately after entering World 5, and is found next to 5-1.

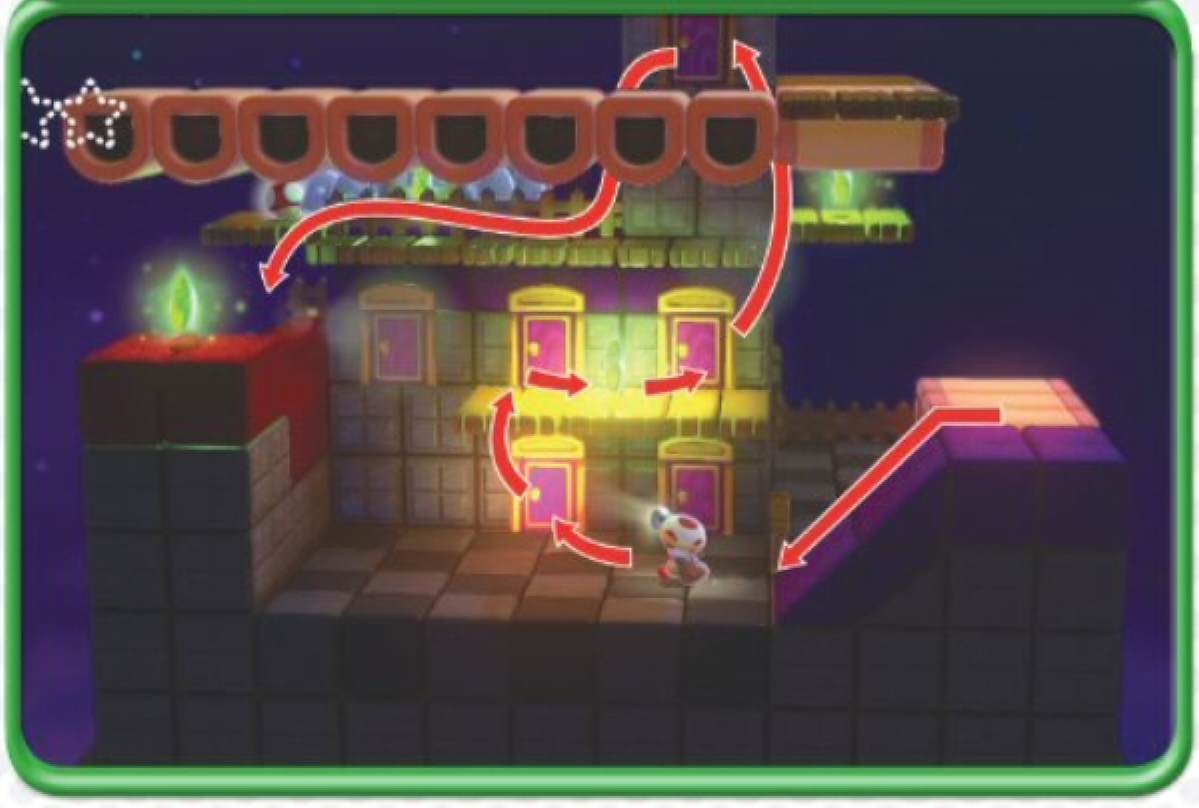
GREEN STAR #1

Reaching the first Green Star is easy. Go through the first door in front of Captain Toad to get to the other side of the fence. Then stand on the glowing block near the Donut Blocks, and tap the glowing block on the GamePad touch screen. This will cause the touch screen block to rise. Dash across the Donut Blocks to reach the star.



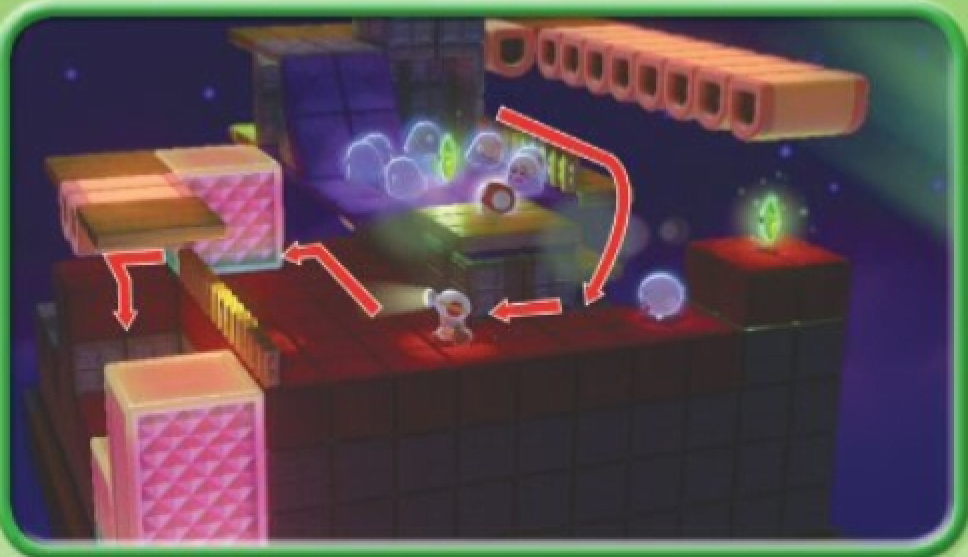
GREEN STAR #2

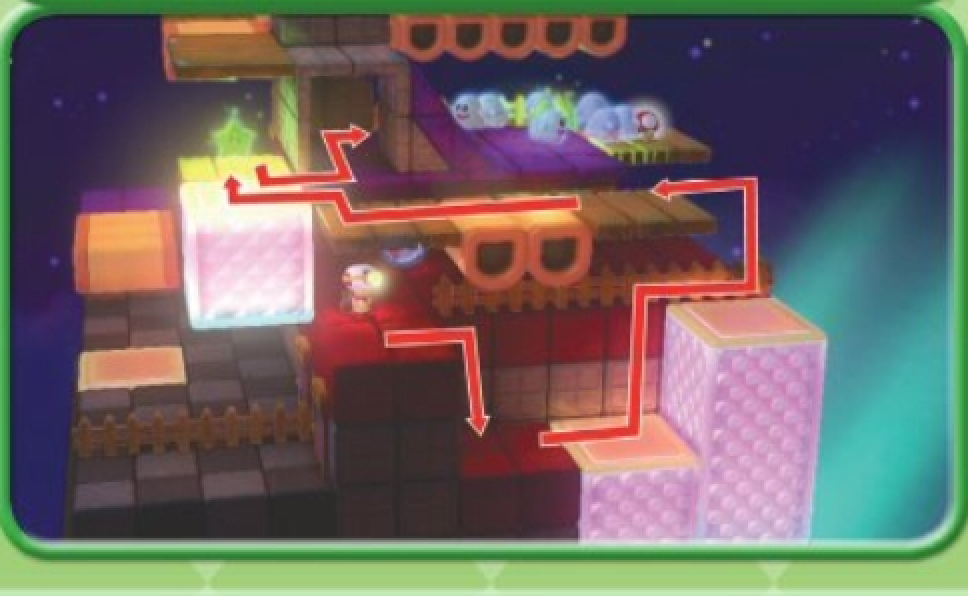
Rotate the camera until you see a series of doors to enter. Take the ground-level door on the left, and you appear next to the second Green Star. Now pass through the next door; you're dropped onto another ledge. Follow it toward another Green Star, but this one is currently out of reach.



GREEN STAR #3

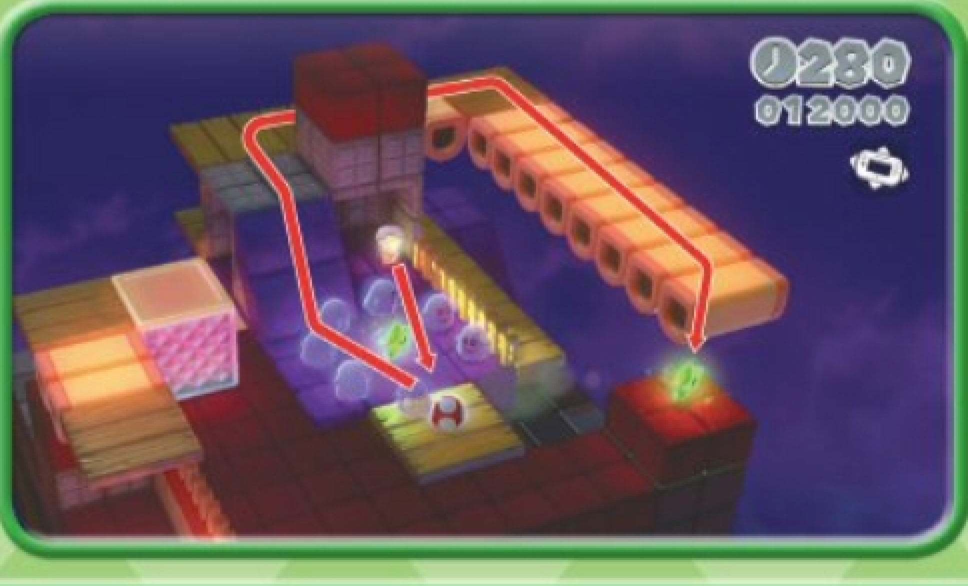
Reaching the third Green Star is more involved than the last two. You want to use a touch screen block to reach a pit with two more large tappable blocks. Use these to rise up to another small bridge that you can cross, then call back the first block you moved to bridge the gap over to the Green Star.



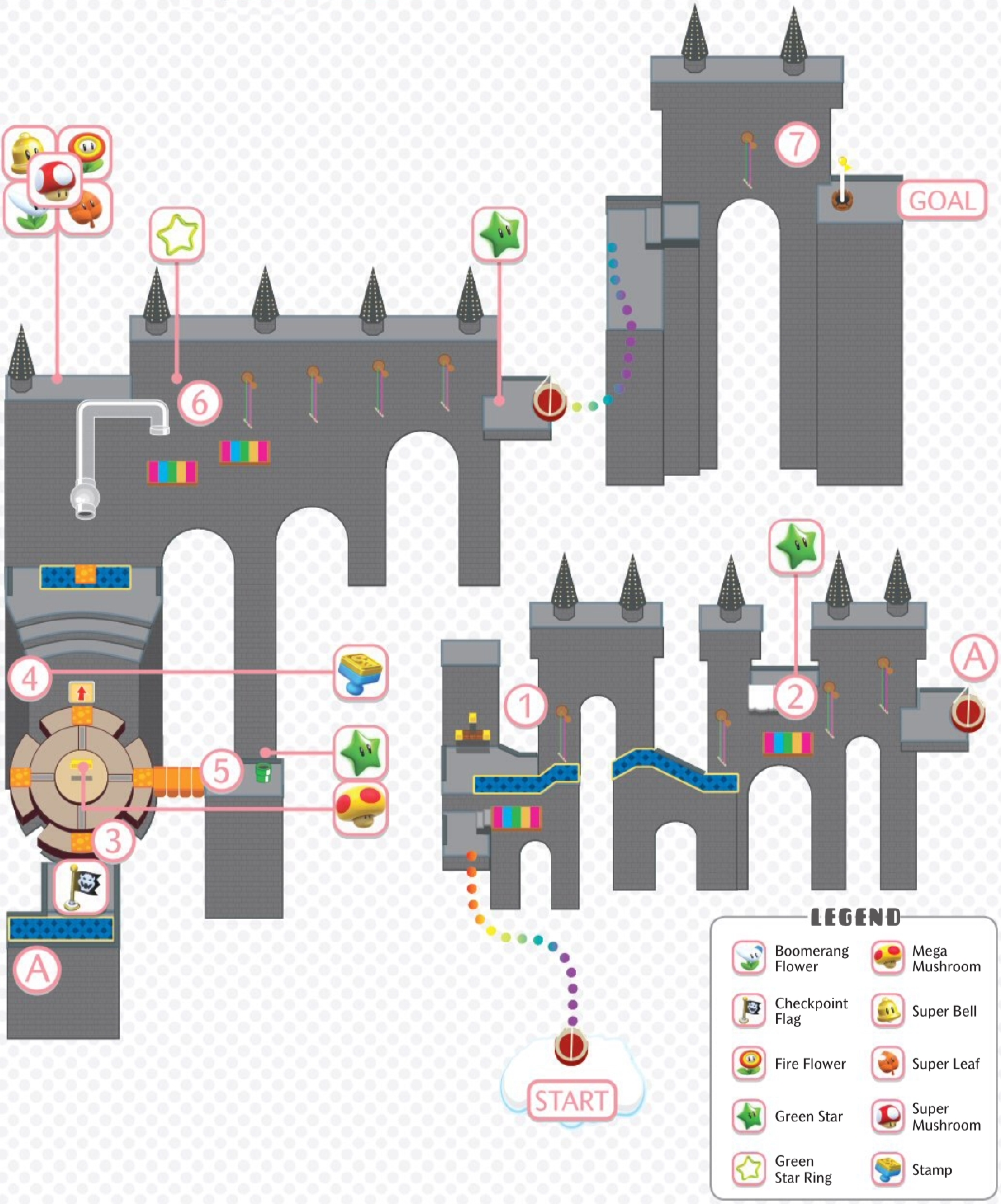


GREEN STARS #4 AND #5

Go back to the block you just used, and move it back into place. You can use this to go through a path underneath the nearby ramp to reach the fourth Green Star. Be mindful of the Peepas surrounding it. Next, walk up the ramp, and follow the Donut Blocks bridge all around the top of the level, making sure you don't hesitate on any of the Donut Blocks, until you're directly over the last Green Star. Just let yourself fall on it. A Big Boo will chase you during the final stretch; turn around to face it once you're over the star.

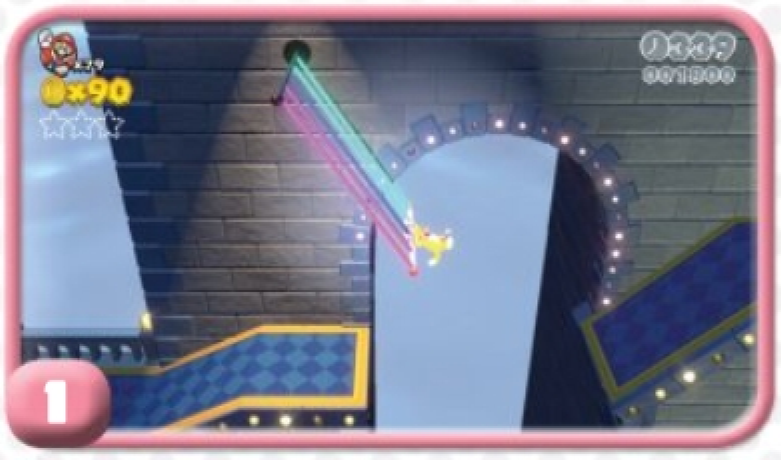


WORLD 5-2:
Tricky Trapeze Theater


7
GOAL
6
1
2
A
4
5
3
A
START
LEGEND
Boomerang Flower
Mega Mushroom
Checkpoint Flag
Super Bell
Fire Flower
Super Leaf
Green Star
Super Mushroom
Green Star Ring
Stamp

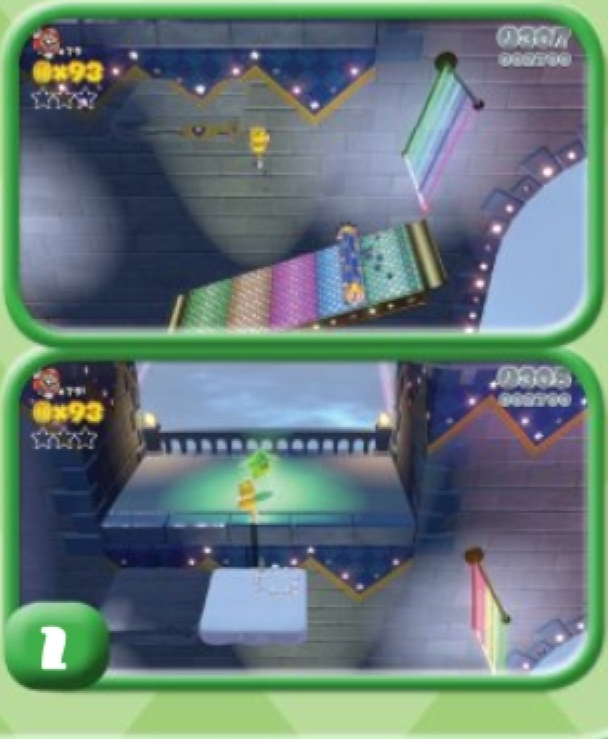
Tricky Trapeze Theater

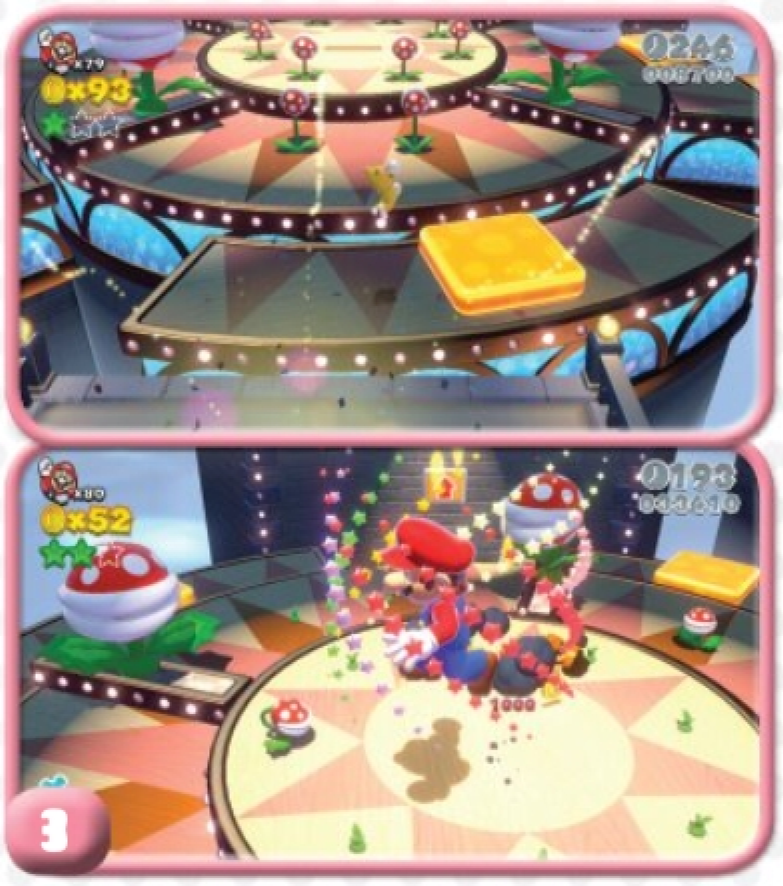
The chasms throughout this level require you to make good use of the trapeze swings. It helps to come here with the Cat Power-Up, as the ability to climb on walls gives you an edge when making dangerous crossings.



GREEN STAR #1

Your acrobatics (or Cat Power-Up) will be put to the test to reach this Green Star. When you see the tilting platform covered by the spiked roller, you can swing off a trapeze to land on a set of invisible cloud platforms close to the star, or you can simply climb straight up the wall with a Cat Power-Up.

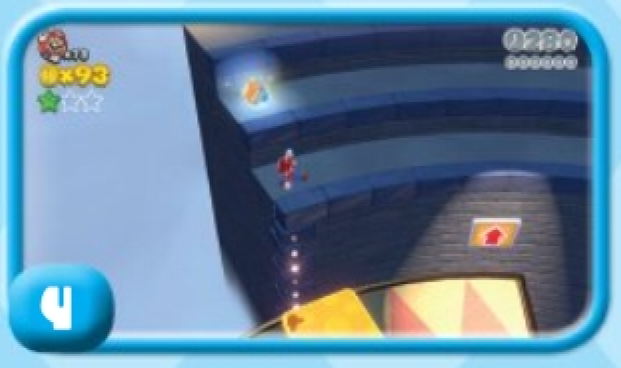




After the Checkpoint Flag, you come across a set of large rotating platforms filled with Piranha Plants. Mushroom Trampolines can help you jump high enough to defeat the larger plants. At the center of this platform is a ? Block containing a Mega Mushroom. Crush your enemies!

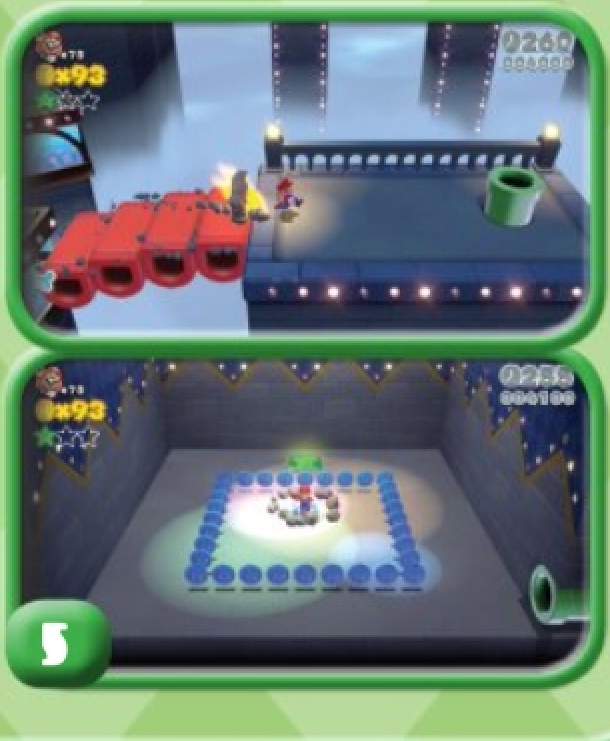
STAMP

To the north of the rotating platform, you can use a Mushroom Trampoline to leap on top of a wall to reach the Stamp.



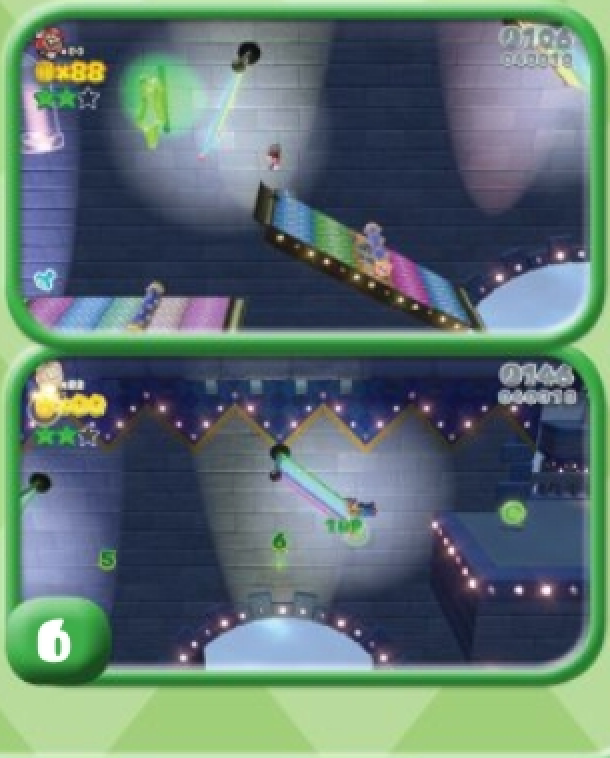
GREEN STAR #2

On the eastern side of rotating platforms, you can cross a small bridge made of Donut Blocks to reach a pipe. You're warped to a bonus room with a P Switch. Collect the Blue Coins that appear when you hit the switch to earn a star.



GREEN STAR #3

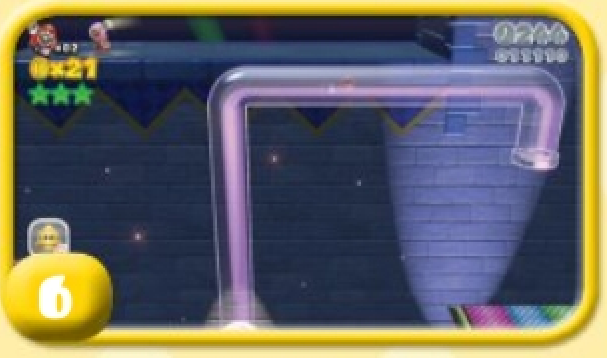
Use a set of trapezes hanging over tilting platforms to reach a Green Star Ring. Collect the Green Coins that appear afterward in order to make the star appear.



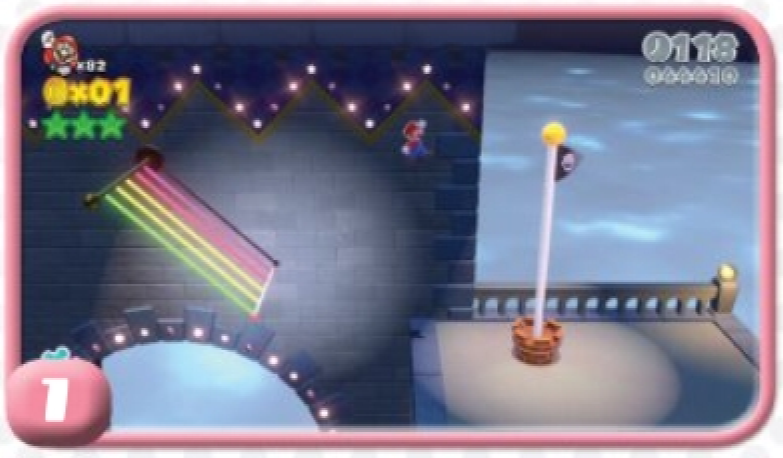
NOTE

Captain Toad Enjoys the Circus!

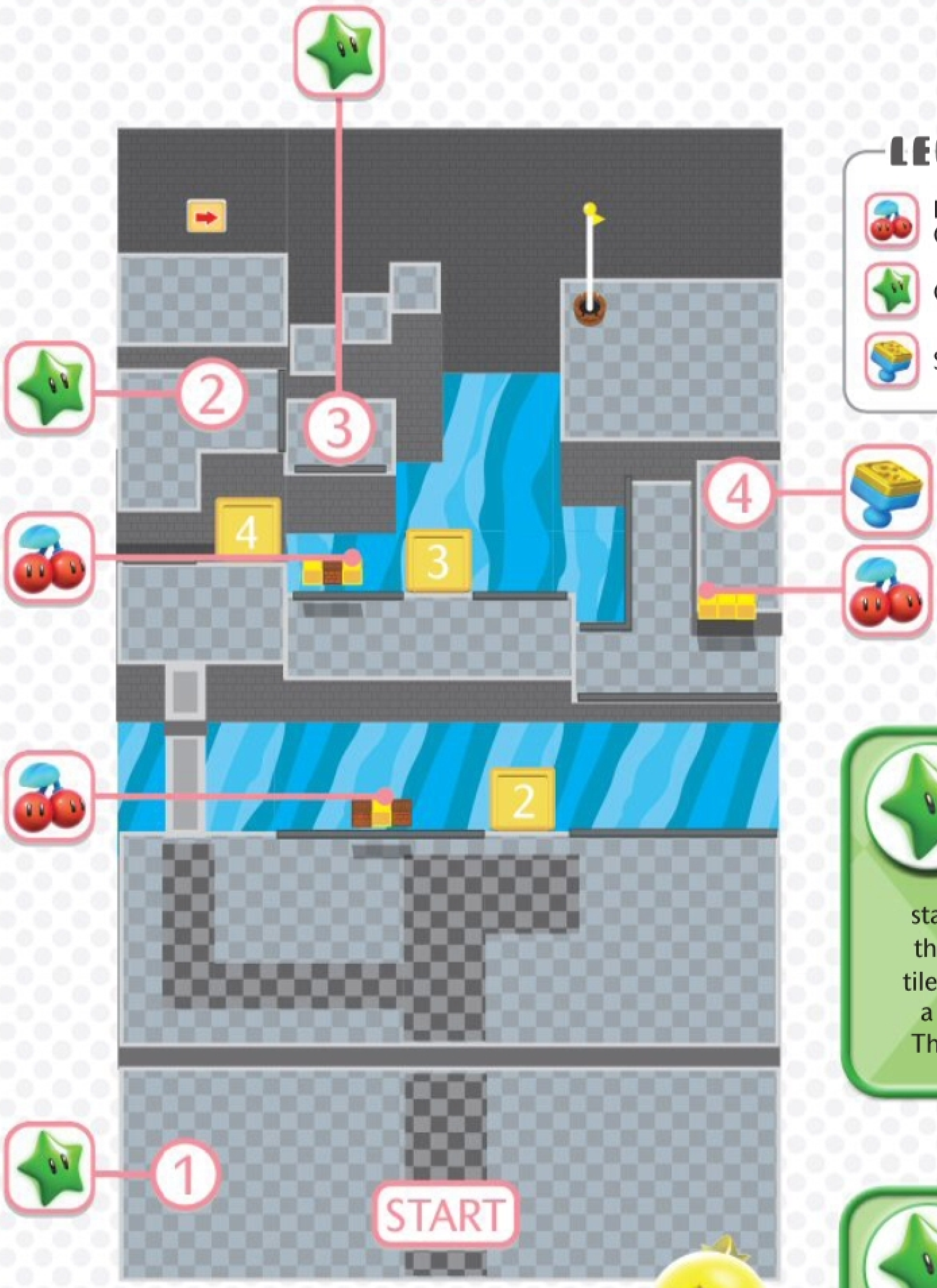
You can swing onto the pipe that takes you to the trapeze for the final Green Star, and Captain Toad is waiting dutifully next to a Roulette Block.



Reaching the top of the Goal Pole here can be tough without the Cat Power-Up. Build up as much momentum as you can on the trapeze before you make your jump. With the right timing and momentum, you can nail the landing on top of the Goal Pole.



WORLD 5-3:
Backstreet Bustle



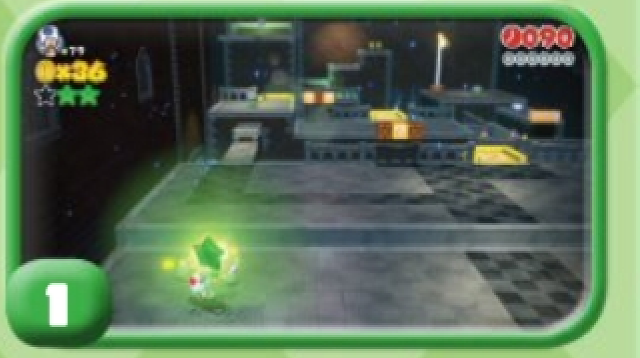
LEGEND

- 🍒 Double Cherry
- ⭐ Green Star
- Stamp

Starting with only 100 game seconds on the clock, you have to work fast if you intend to collect the Green Stars and the Stamp while successfully completing the level. The other challenge here is that must make use of Double Cherry clones to activate Multi-Vators that will help you get through the level and collect everything. Your one advantage here is that it's a very small level. There are some enemies on this stage, Goombas and Fire Piranha Plants, but the primary threat here is the clock. It is possible to collect everything in a single run if you move fast enough and don't lose any Double Cherry clones along the way!

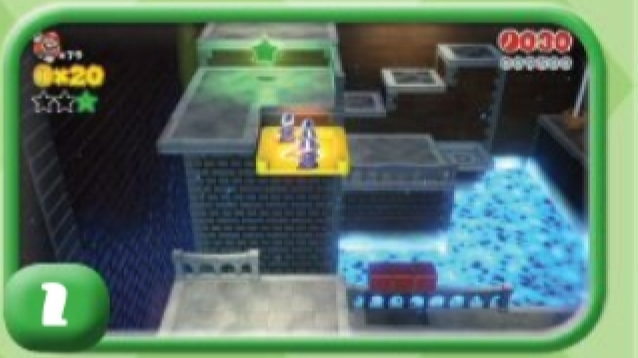
GREEN STAR #1

The first Green Star is to the left of where you start the level. Look for the broken up piece of tile on the floor, and use a ground pound on it. The star pops right out.



GREEN STAR #2

Find the second Green Star by using the lift that requires four Double Cherry clones or players. It's very close to the lift that takes three characters to reach the third Green Star.



NOTE

Green Star Unlock Requirement

80 Green Stars

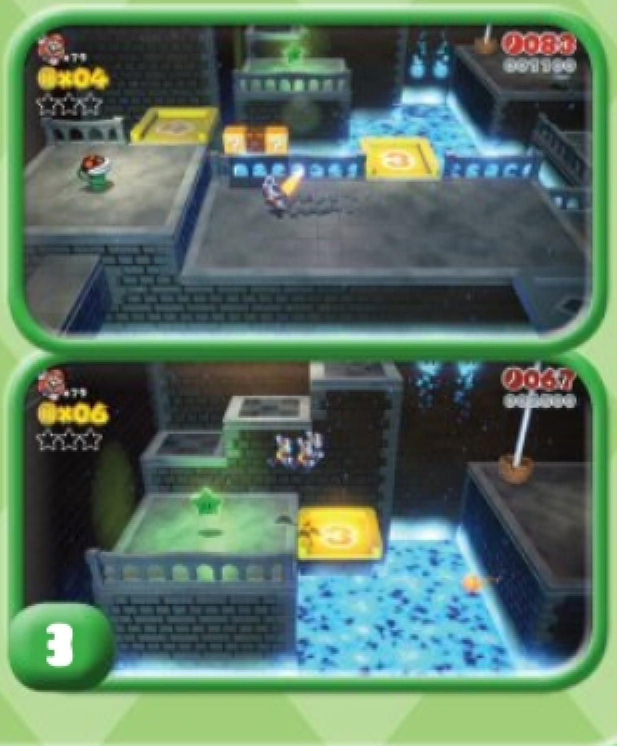
NOTE

Bring Your Own Toad!

One of the collectibles in this level, the Stamp, requires you to use Toad to hit a Character Switch.

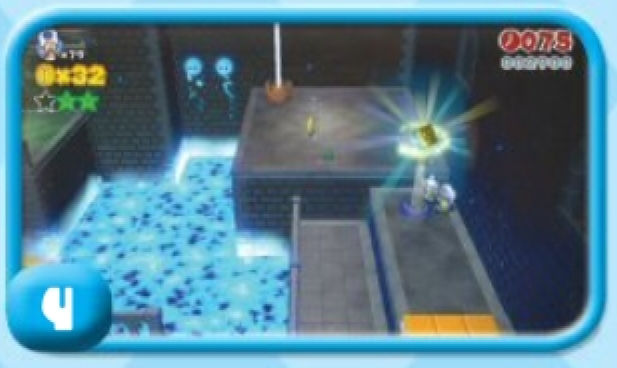
GREEN STAR #3

The third Green Star technically can be the second one you see, and it's reached easily by using three Double Cherry clones to activate a lift that takes you over the blue lava straight to the star, as well as to the final climb to the Goal Pole.



STAMP

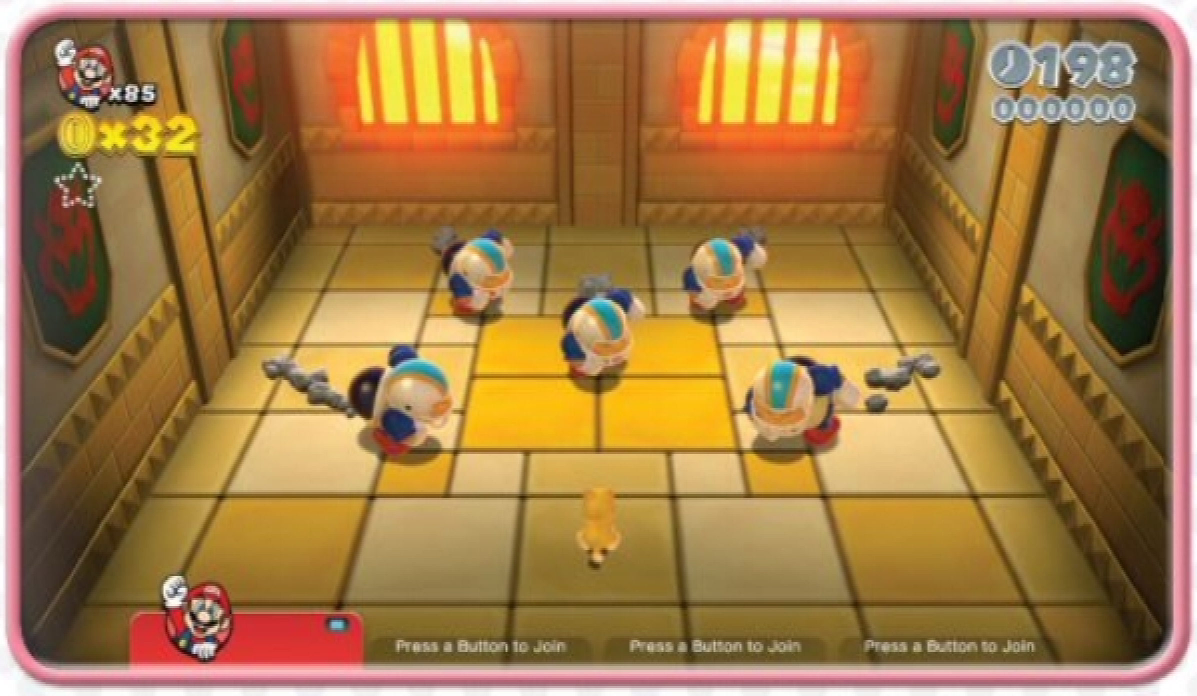
The Stamp is just to the south of the Goal Pole. You must have Toad to push down the Character Switch and retrieve the Stamp.

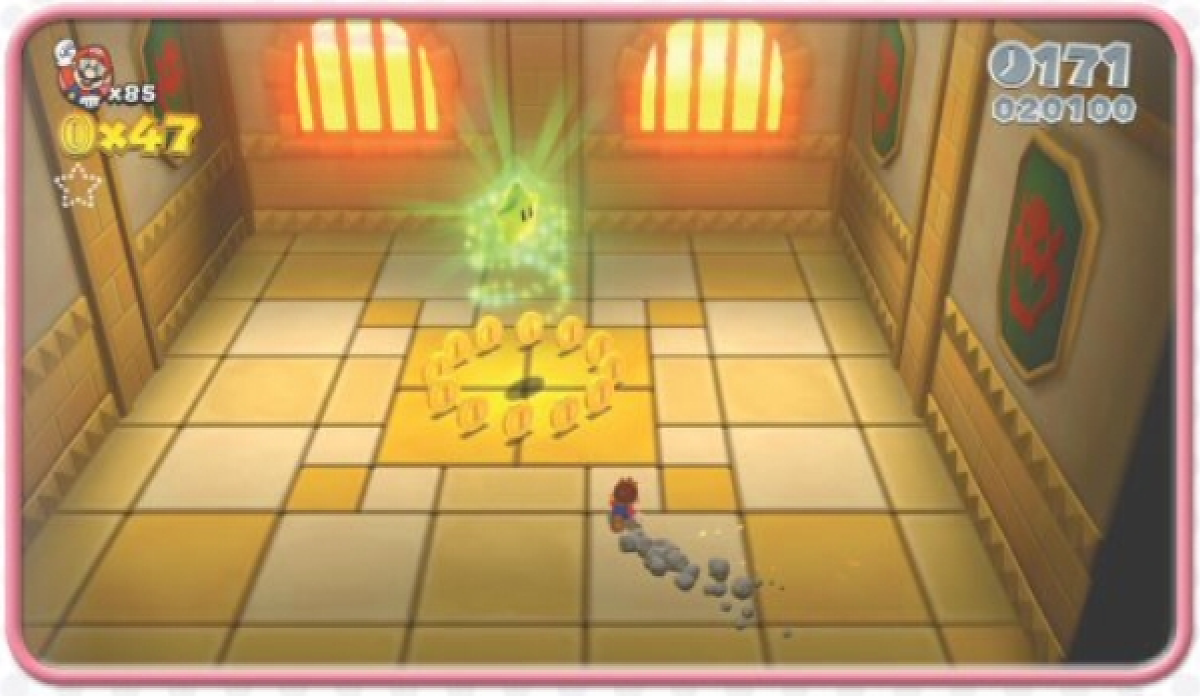


NOTE

Beating 5-2 or 5-3 causes 5-A to appear on the World Map.

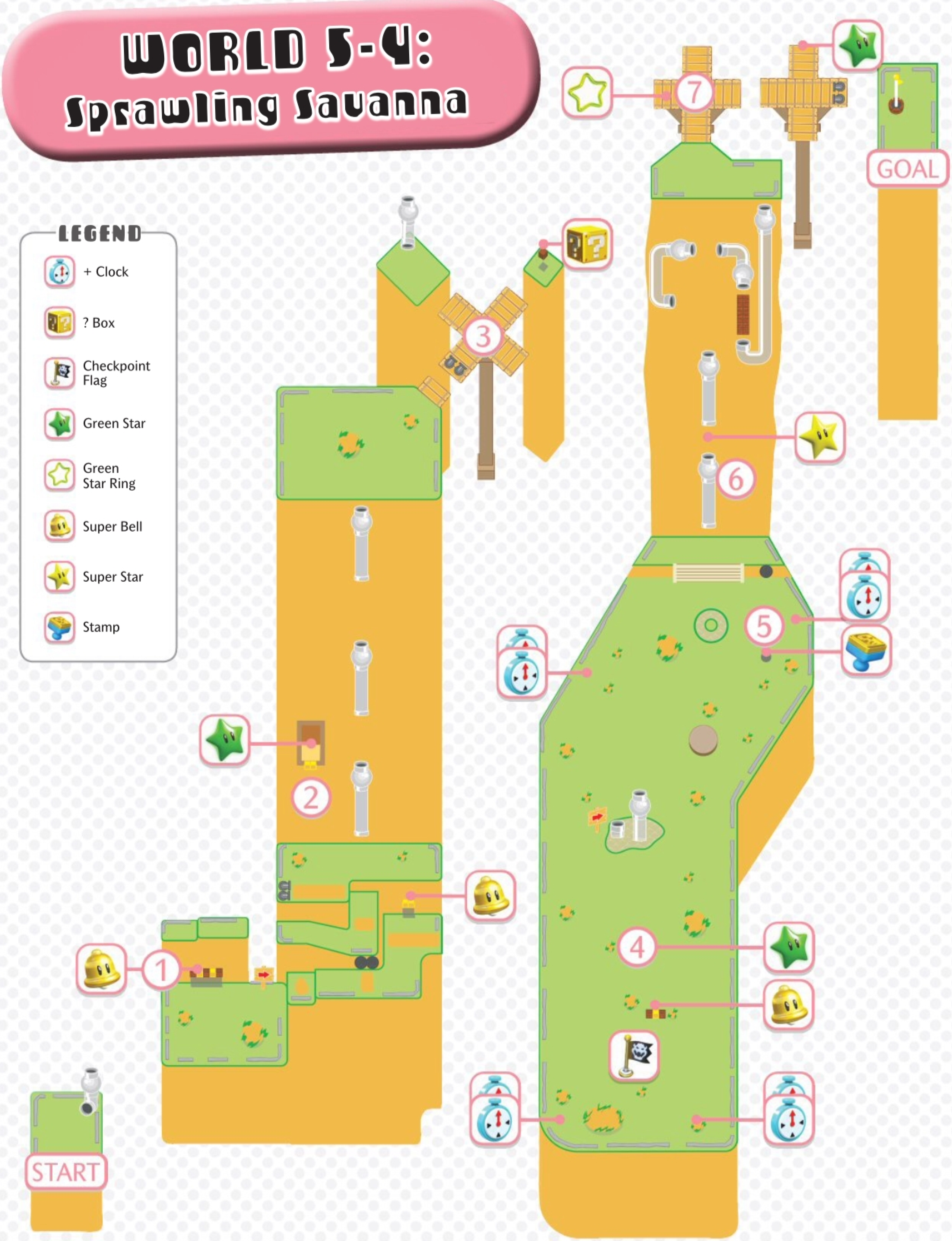
WORLD 5-A:
Chargin' Chuck Blockade Is Back





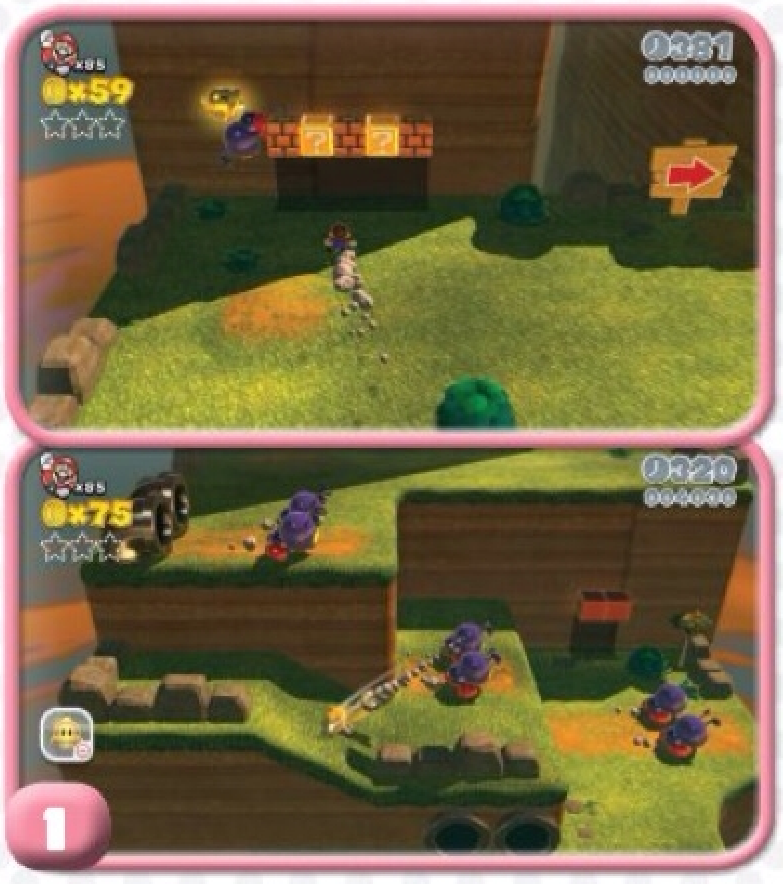
This time, five Chargin' Chucks ambush you at their blockade. Don't let their numbers intimidate you! Evade their initial charge by jumping over the whole group, then go to work. Start by attacking the Chargin' Chucks on the edge of the group to avoid getting potentially bounced into another enemy. The Fire Flower or Boomerang Flower are both immensely useful items if you don't want to get too close to the enemy. You earn a Green Star once all the Chargin' Chucks have been made to charge their last charge.

WORLD 5-4:
Sprawling Savanna


LEGEND
+ Clock
? Box
Checkpoint Flag
Green Star
Green Star Ring
Super Bell
Super Star
Stamp
START
1
2
3
4
5
6
7
GOAL

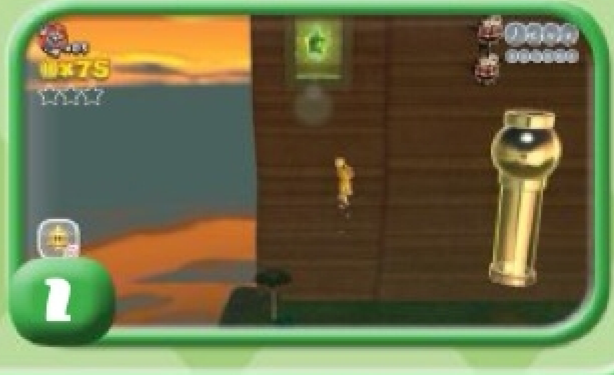
Sprawling Savanna

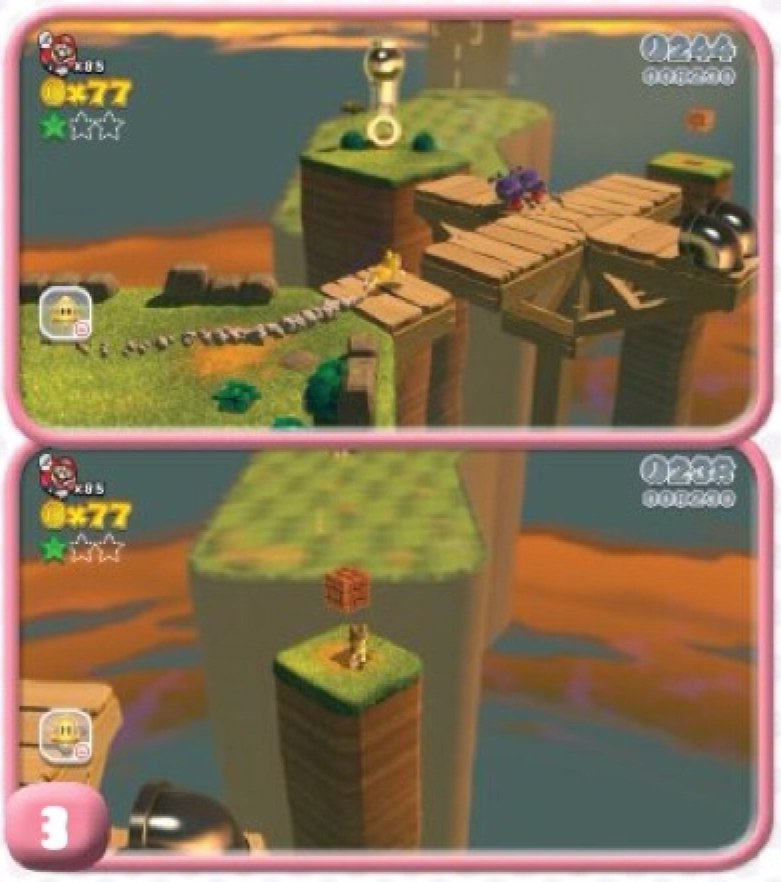
After launching from the starting island, you'll land near a set of ? Blocks, with an Ant Trooper crawling on them and carrying a Super Bell. You'll want that Cat Power-Up! Be mindful of more Ant Troopers marching from pipes as you climb this hill. Get through this first half of the level as quickly as possible. You will need all the time you can spare for the section after the Checkpoint Flag.



GREEN STAR #1

Right after the Ant Troopers, a Clear Pipe Cannon can launch you past a group of Fuzzies. Ignore the cannon for now and use the Cat Power-Up to climb up the wall to the left of it. A small alcove contains the first Green Star. Be careful as you launch yourself through the Clear Pipe Cannons, only fire when you have an opening between the Fuzzies.



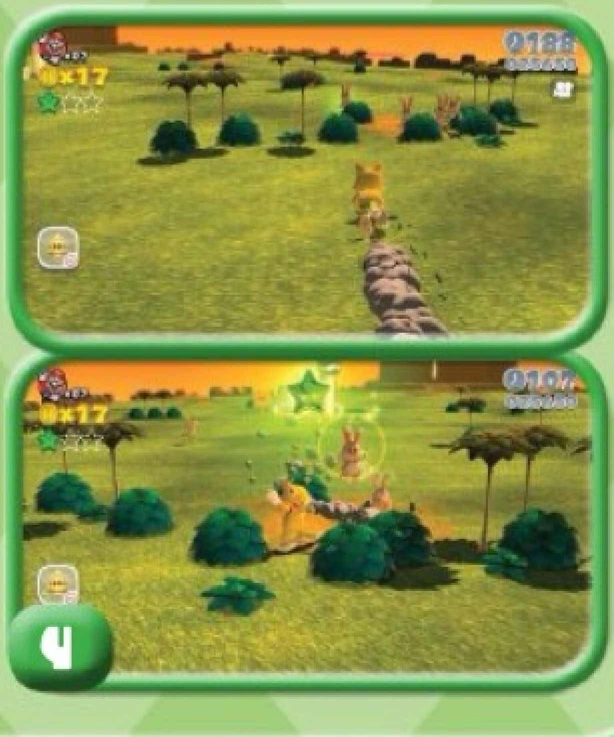


After getting past the cannons, you must traverse a rotating wooden platform being patrolled by Ant Troopers to reach another cannon that launches you into the next section of the level. Don't miss out on the Coin Box hat you that can retrieve from a lone block on a smaller side platform.

The cannon launches you into a massive field filled with Rabbits to capture, one of whom has a Green Star. If you took your time getting here, you're going to have to rush things here.

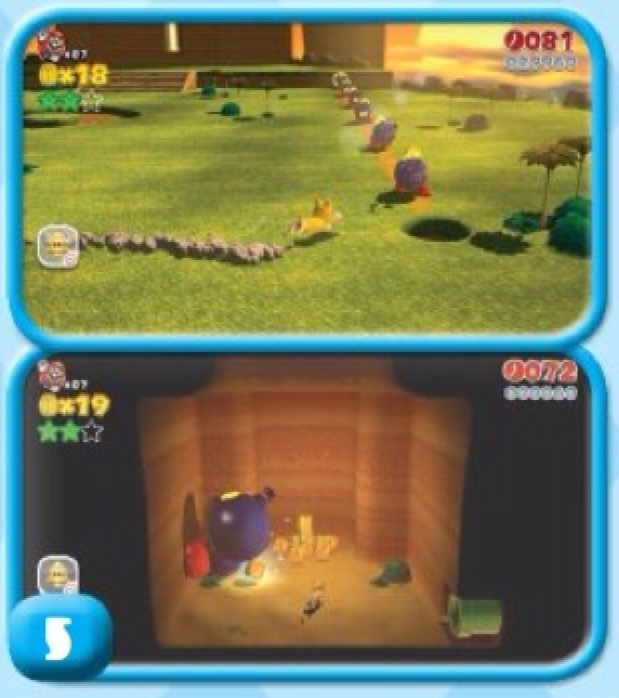
GREEN STAR #2

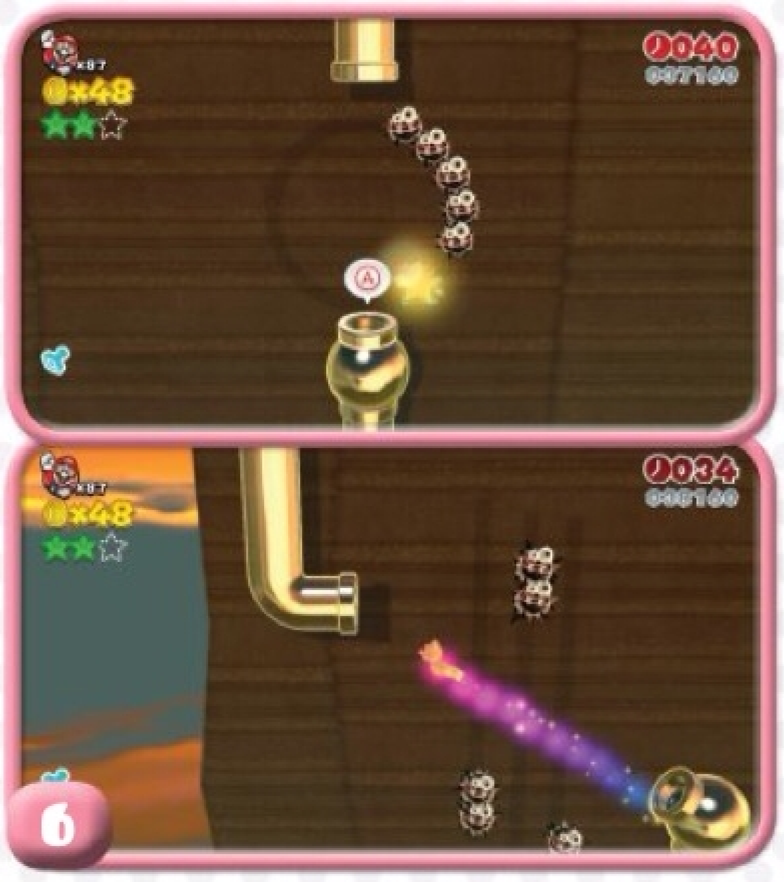
A short distance forward from the Checkpoint Flag, you encounter Rabbits that leap away from a cluster of bushes. One of these clearly has a Green Star in its grasp. Do your best to run this Rabbit down quickly, as you really can't afford to have the chase drag on for long.



STAMP

From the mountain at the end of the field, a trail of Ant Troopers marches directly into a small hole in the ground. Diving into the hole transports you to a hidden chamber with a Big Ant Trooper that is holding the Stamp and piles of Coins.

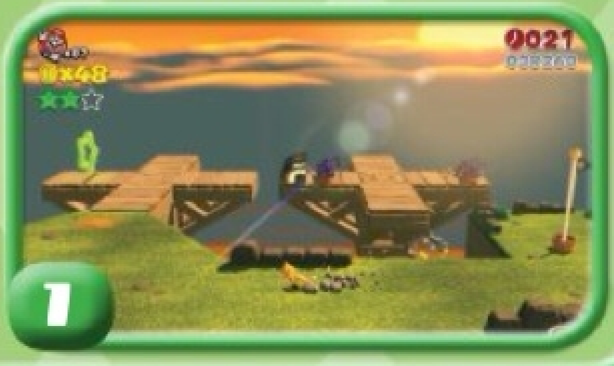




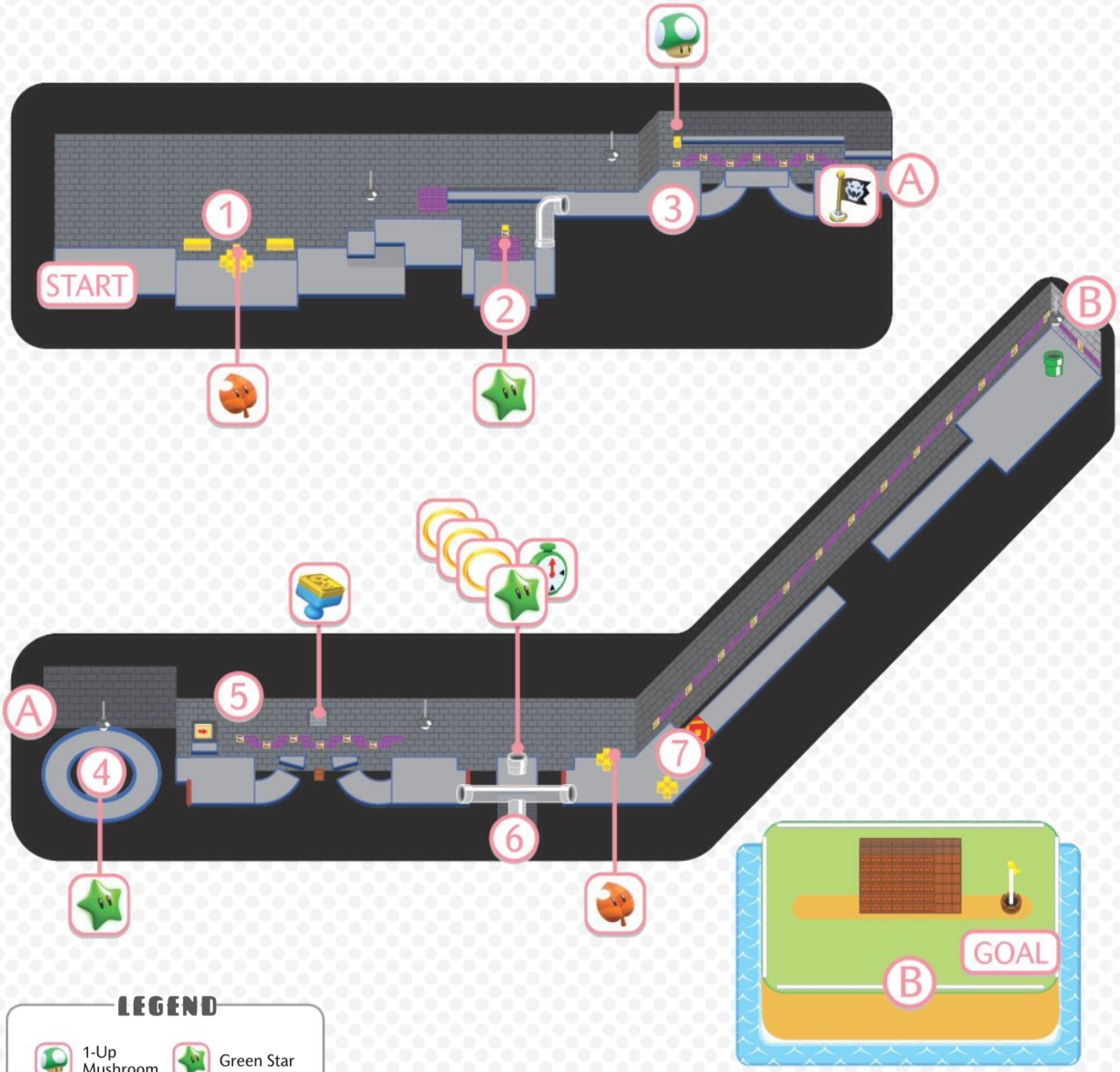
The climb up the side of the mountain is done via Clear Pipe Cannons. The first cannon lets you collect a Super Star, which can make things much easier when dealing with the Fuzzies.

GREEN STAR #3

Just before you reach the Goal Pole, a Green Star Ring can be found on a platform close to it. Snatch up the Green Coins and collect the star before topping the pole. This is easier said than done; you must navigate a pair of rotating platforms to reach those Coins.

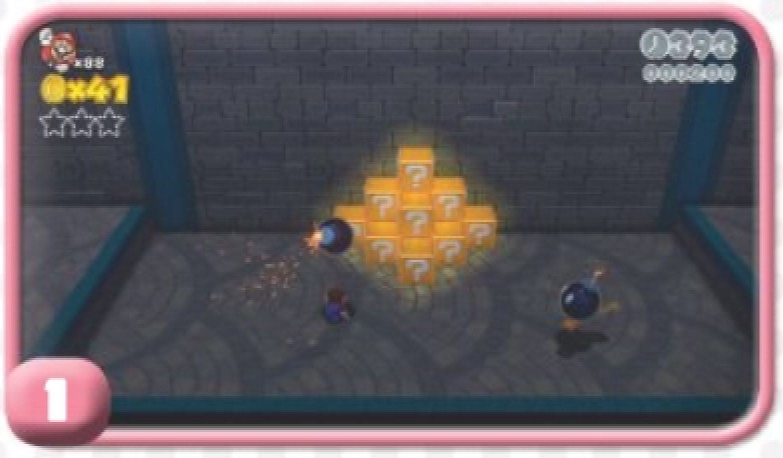


WORLD 5-5: Bob-ombs Below


START
1
2
3
A
B
A
4
5
6
7
B
GOAL

LEGEND

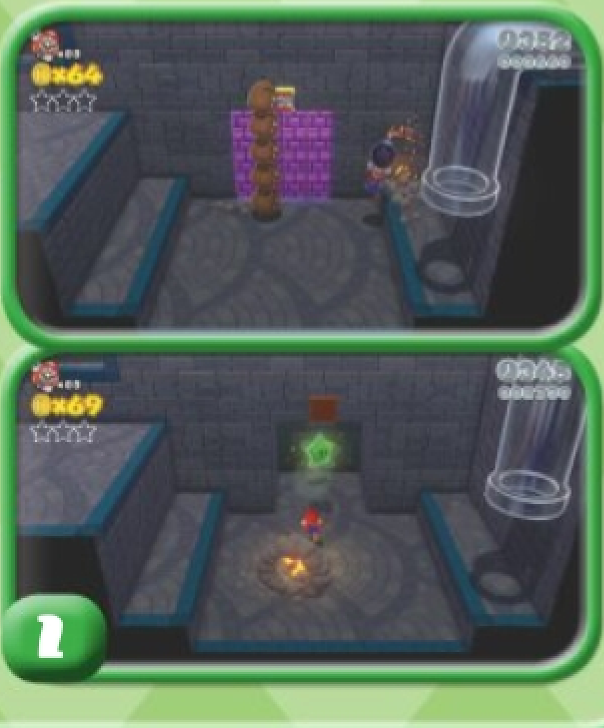
- 1-Up Mushroom
- Checkpoint Flag
- Gold Ring
- Green + Clock
- Green Star
- Super Leaf
- Stamp

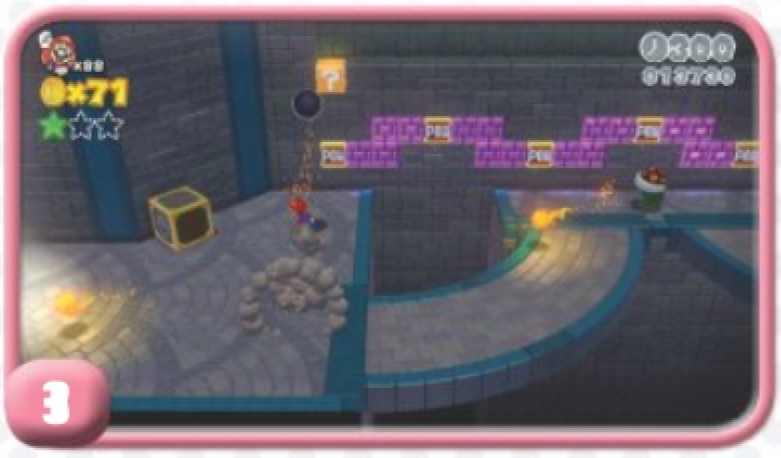

1

Bob-ombs and regular bombs populate this underground level. Many of the secrets here require you to use these bombs to blast open walls or clusters of ? Blocks.

GREEN STAR #1

Early into the level, you encounter a Goomba Tower next to a Crystal BLock Wall topped by a Red POW Block. Use the nearby bomb to blast open the wall to free the first Green Star.

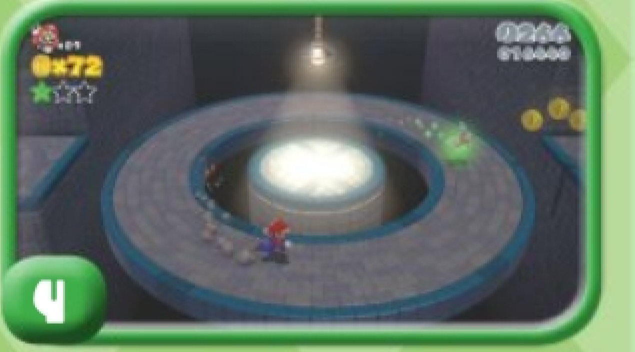

2


3

Next to a pair of small rotating platforms is a Baddie Box dispensing Bob-ombs, and a chain of Crystal Blocks lined with Red POW Blocks along the wall. Trigger the destruction of the chain by hitting a Red POW Block. A 1-Up appears on another section of the wall, and you have to move fast to catch it.

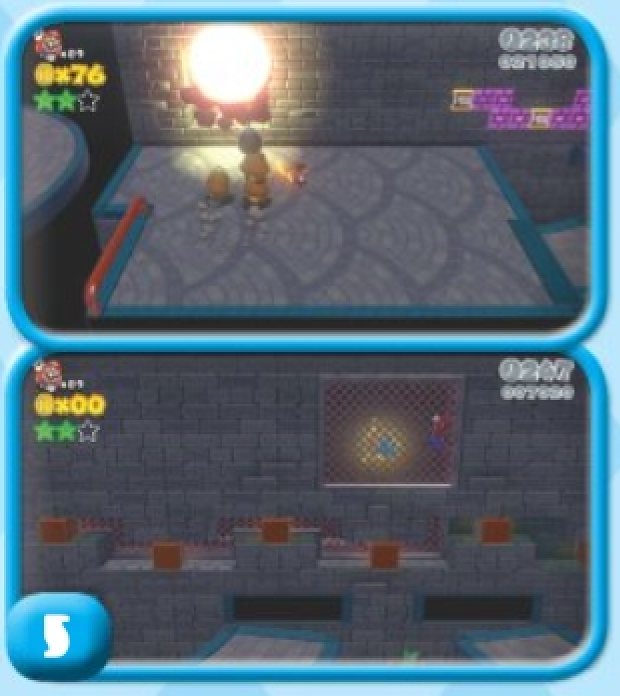
GREEN STAR #2

Just past the Checkpoint Flag is a circular platform rotating around a smaller platform. A Rabbit leads you on a merry chase around these platforms. Catch it to win the second Green Star.


4

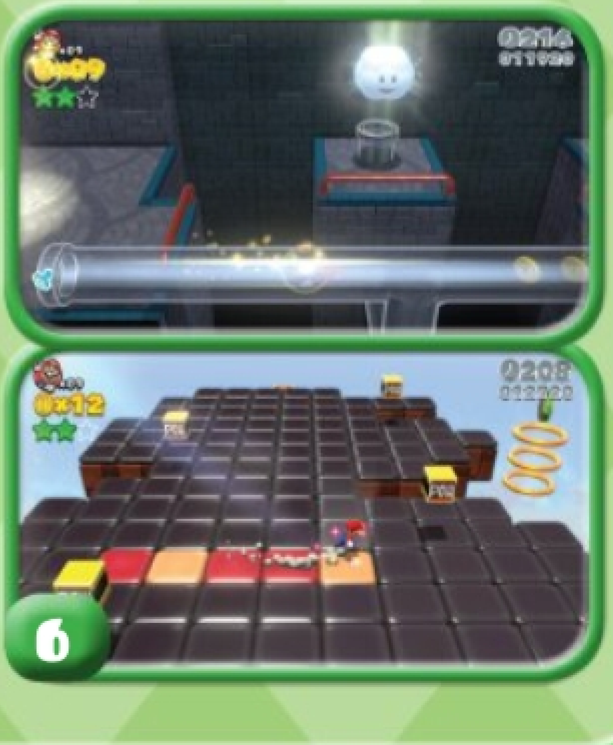
STAMP

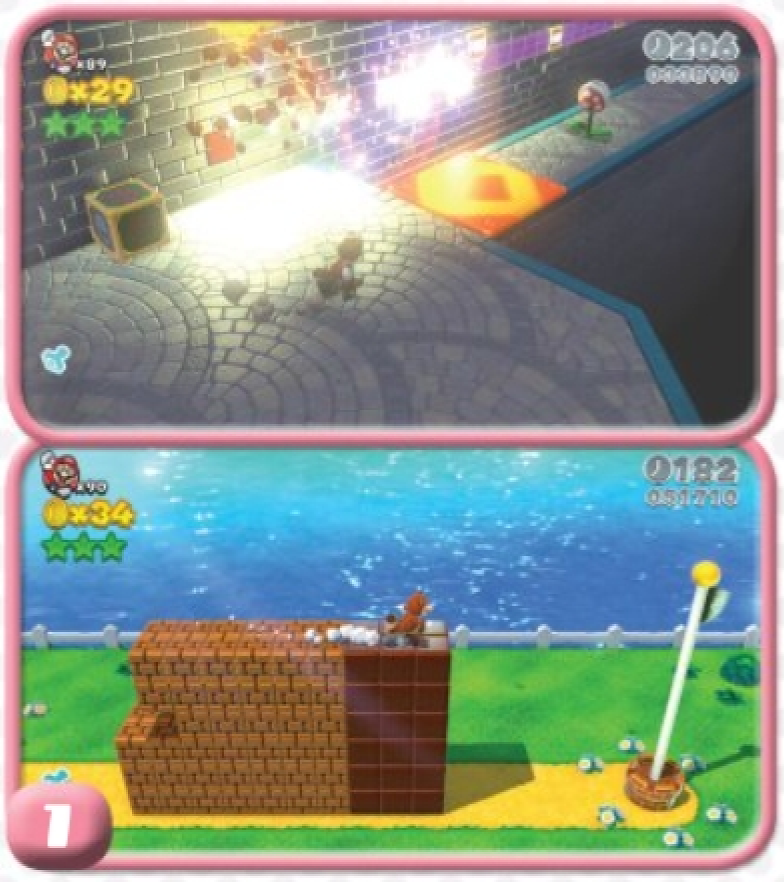
Two short Goomba Towers carrying bombs roam just past the Rabbit with the Green Star. Use one bomb to break open a weak section of the wall, and another to blast open the chain of Crystal Blocks and Red POW Blocks. Then enter a secret passage that takes you right to the Stamp.


5

GREEN STAR #3

The final Green Star requires you to use a Cloud Cannon that's easily reached via a Clear Pipe. The cannon shoots you to a special bonus zone where you must light up all the Color Panels on the ground to release the Green Star. You can speed this process up by using the Red POW Blocks and Bob-ombs in the area.


6

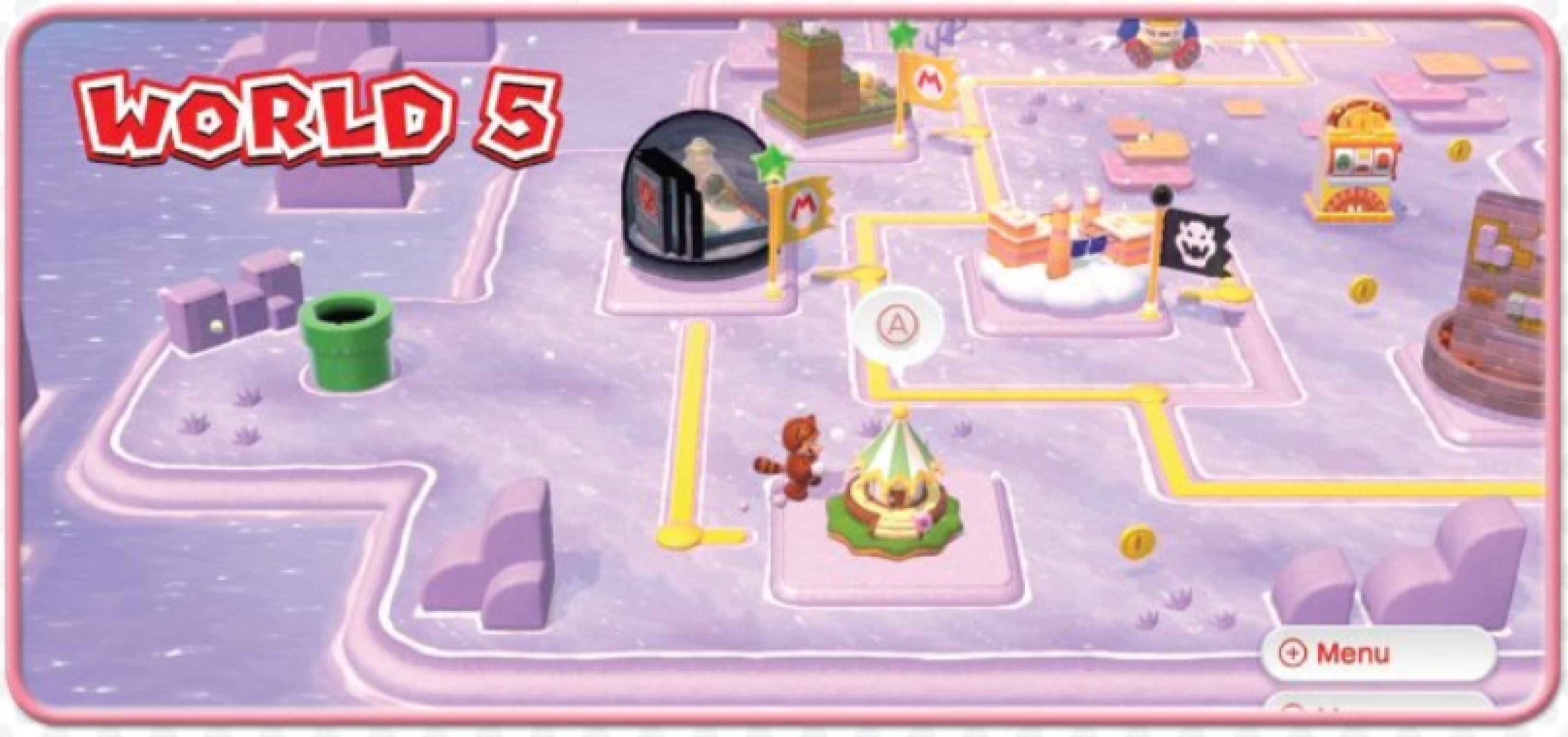

7

The final run to the level exit can be cleared by triggering the destruction of the Red POW Block chain on the wall. This makes it safe to use the Dash Panel to dash to the pipe. At the Goal Pole zone, you can use a Tanooki Power-Up, or a Bomb to break blocks and create an easy way to reach the top of the Goal Pole. You can also break blocks with the touch screen.

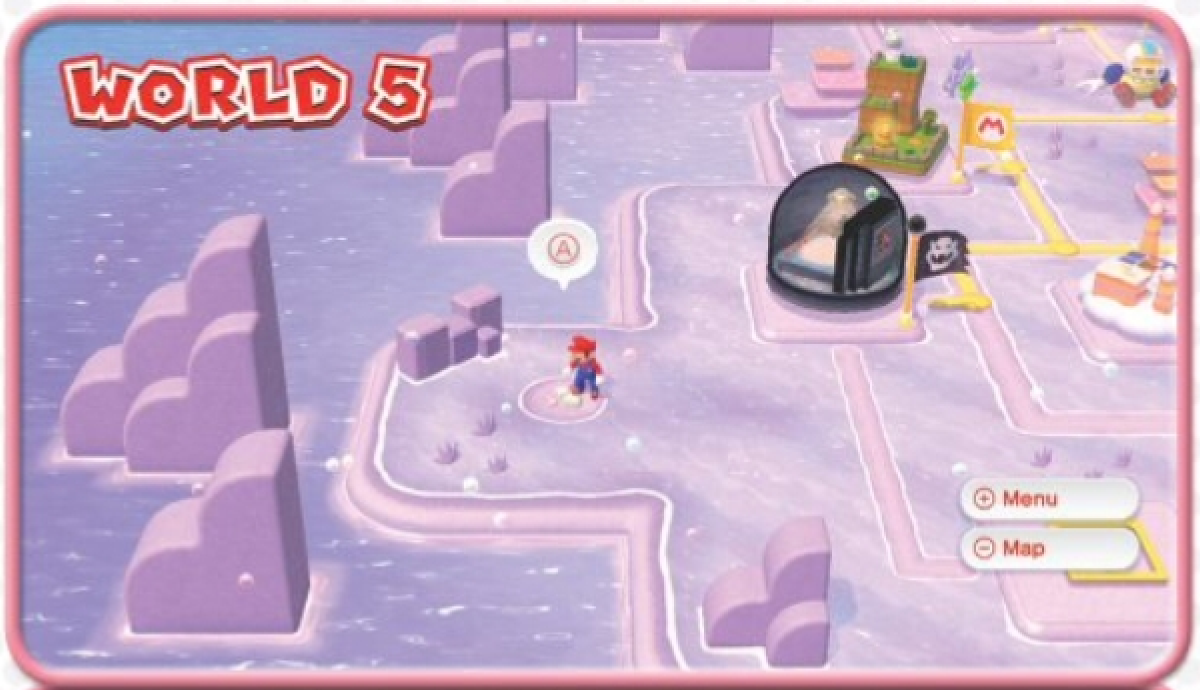
WORLD 5:
Sprixie House

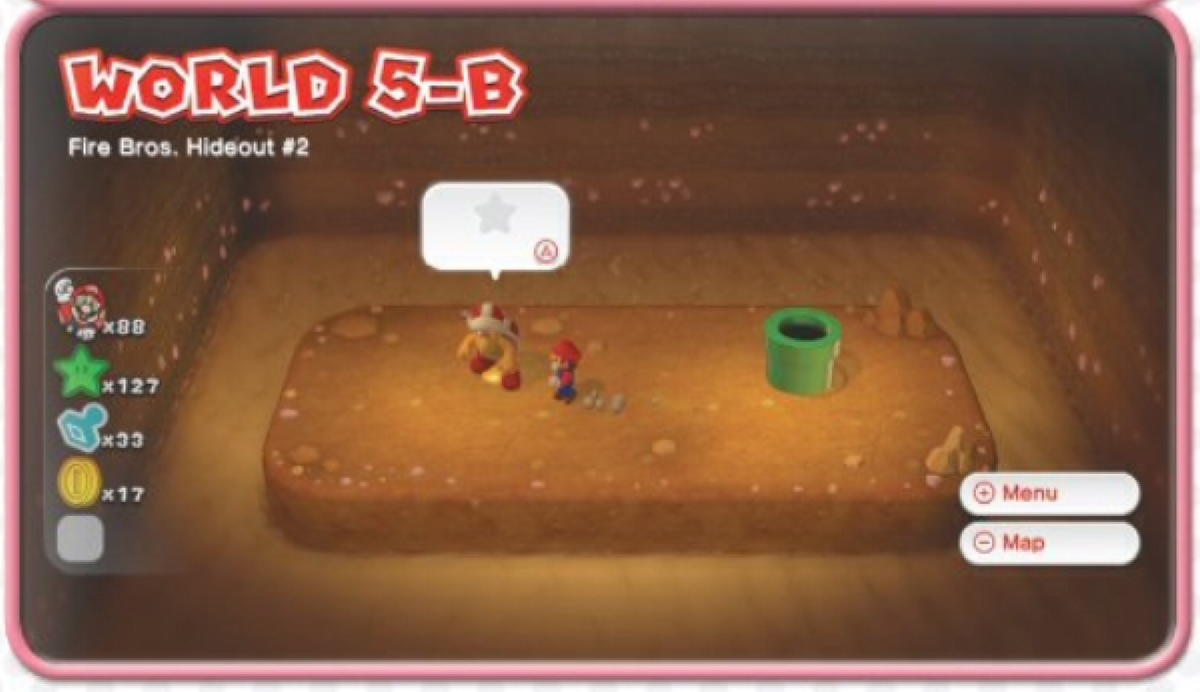
STAMP

Clearing 5-5 will open a path to this Sprixie House on the World Map.

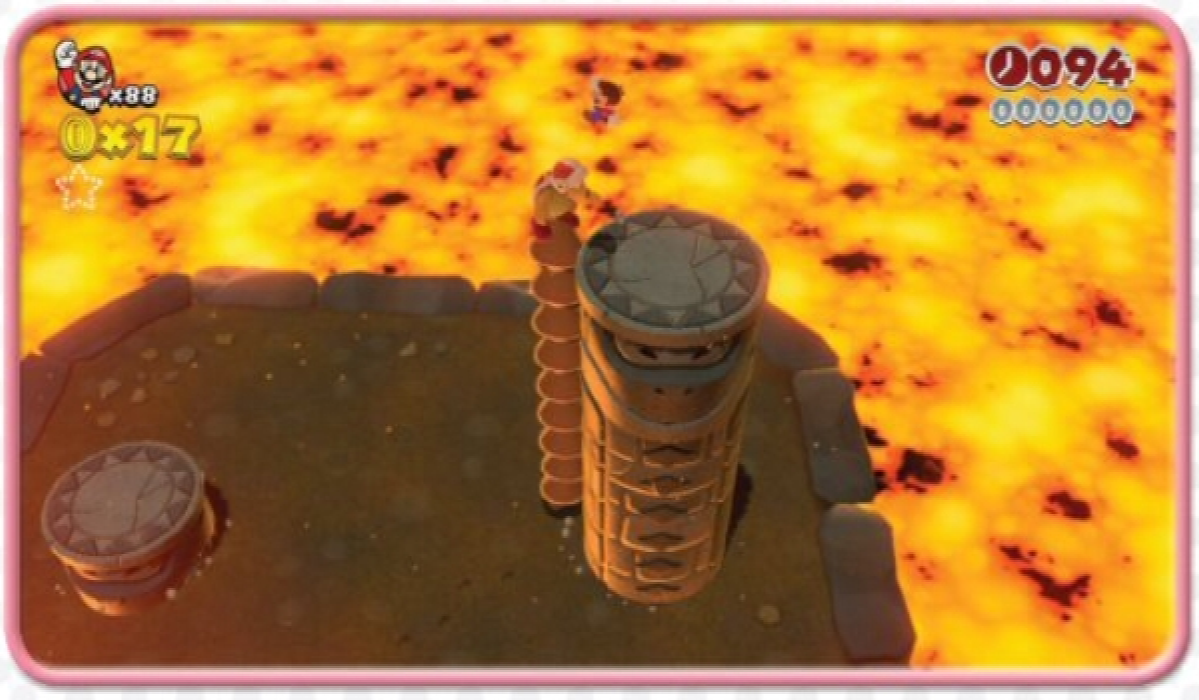

WORLD 5
Menu

WORLD 5-B:
Fire Bros. Hideout #2


WORLD 5
Menu
Map

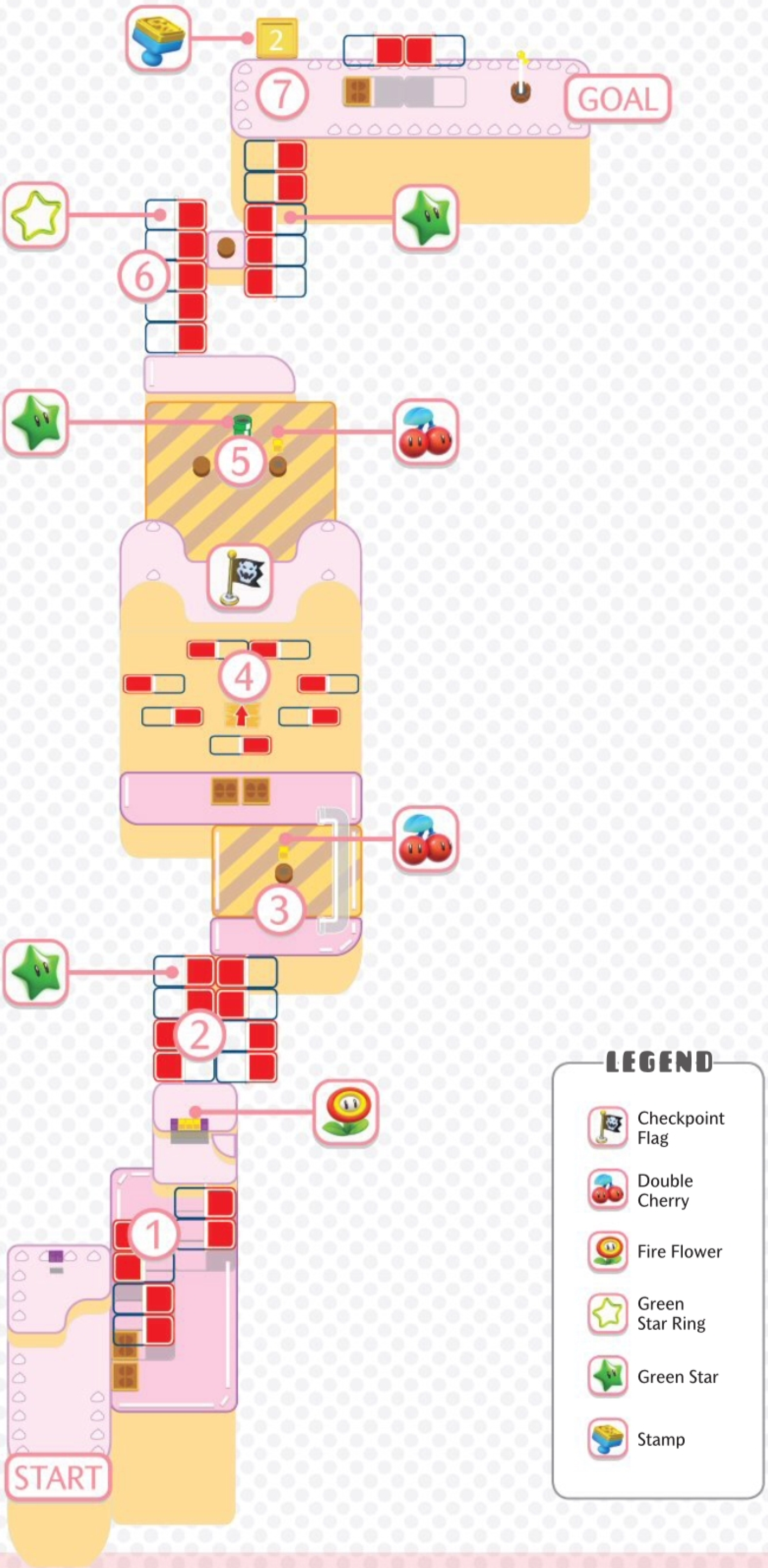

WORLD 5-B
Fire Bros. Hideout #2
x88
x127
x33
x17
Menu
Map

Next to level 5-5 on the World Map is a small patch of rocks you can investigate. Doing so reveals a hidden pipe that takes you to an underground area where you can take on 5-B.

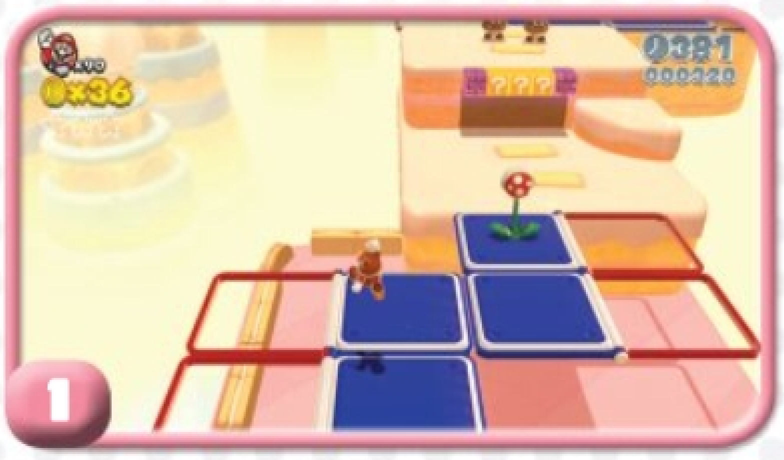

x88
0x17
0094
000000

This battle gives you 100 game seconds to clear it. A massive Goomba Tower confronts you on an island surrounded by lava, and at the top of the stack is a Fire Bro. You must use the rising pillars on the island to get high enough to stomp on the Fire Bro and put the battle to a swift end. A Green Star is your reward.

WORLD 5-6:
Cakewalk Flip

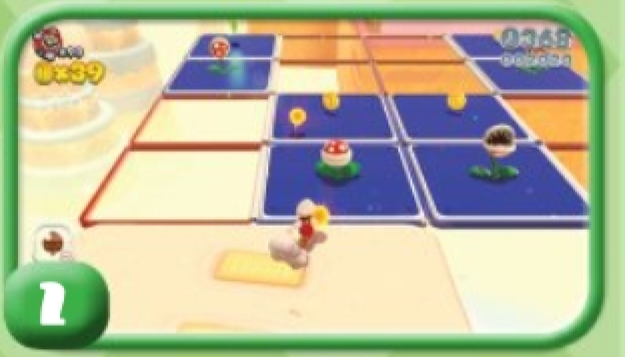

2
7
GOAL
6
5
4
3
2
1
START
LEGEND
Checkpoint Flag
Double Cherry
Fire Flower
Green Star Ring
Green Star
Stamp

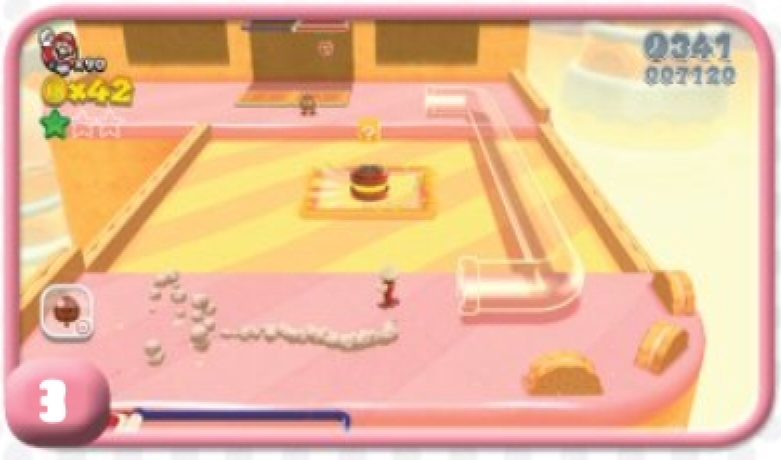
Every time you jump in this level, the Red-Blue Panels will switch between their red or blue sides. If you mistime your jumps, you can suddenly find yourself jumping into a bottomless pit! It really helps to have a Tanooki Power-Up or to use Peach for her floating ability.



GREEN STAR #1

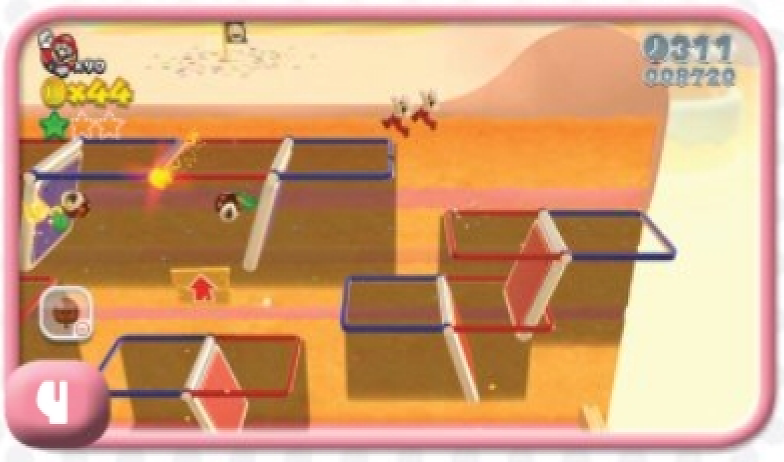
The first Green Star is encountered pretty close to the start of the level. You'll have to manipulate a series of Red-Blue Panels to reach the star while also dealing with Piranha Plants.





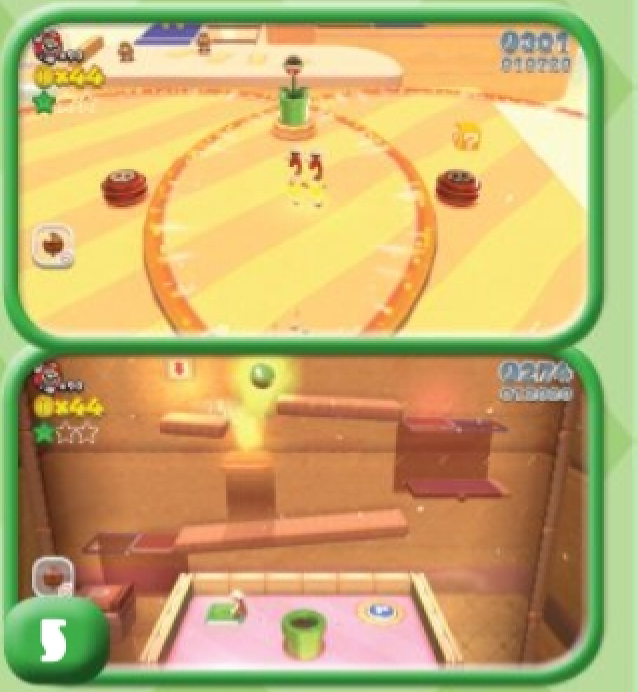
Be careful around Ring Burners. Make sure that when you're leaping over the rings, you clear them with room to spare. You can stand on Ring Burners safely, so you can get the Double Cherry from the ? Block above it.

Scaling this wall with the Red-Blue Panels can be frustrating, particularly with Piranha Plants involved. The Fire Flower can help you easily clear the enemies.



GREEN STAR #2

After the Checkpoint Flag, you come across a pipe with a Piranha Plant inside it, flanked by two Ring Burners. Defeat the Piranha Plant, then dive into the pipe to enter a puzzle room. Here, you must hit a P Switch to cause a ball to fall into place on the track in the distance. Then guide the ball to a P Switch, manipulating Red-Blue Panels to ensure its safe arrival. Now the second Green Star is yours!



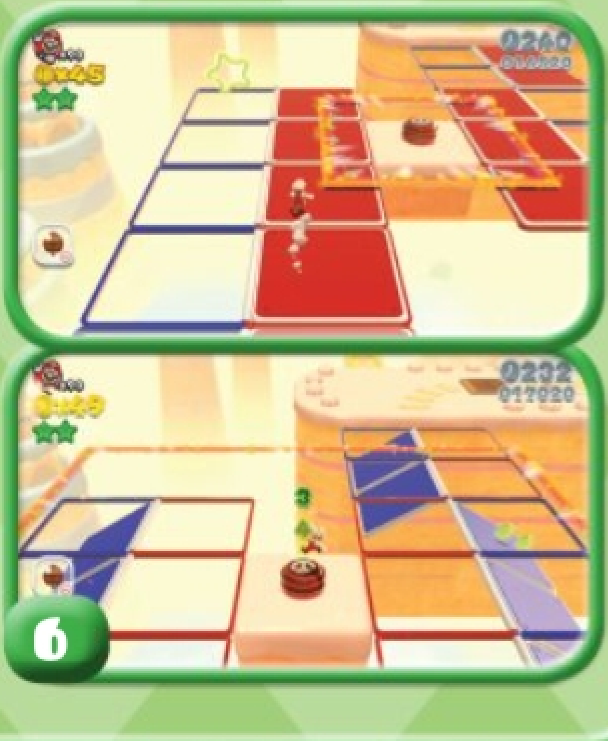
TIP

You Need a Double Cherry!

One of the two Ring Burners before the pipe to the second Green Star has a Double Cherry that you must use to reach the Stamp, if you're playing alone, that is. This means you have to survive a considerable gauntlet while keeping at least two clones safe.

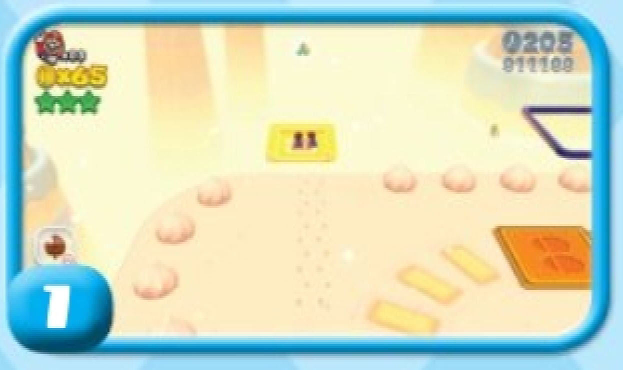
GREEN STAR #3

Just past the pipe for the second Green Star is a gauntlet of Red-Blue Panels protected by a Ring Burner. A Green Star Ring is located in this perilous zone. Don't be surprised if you're forced to retry collecting the Green Coins several times before you can finally claim the third Green Star.

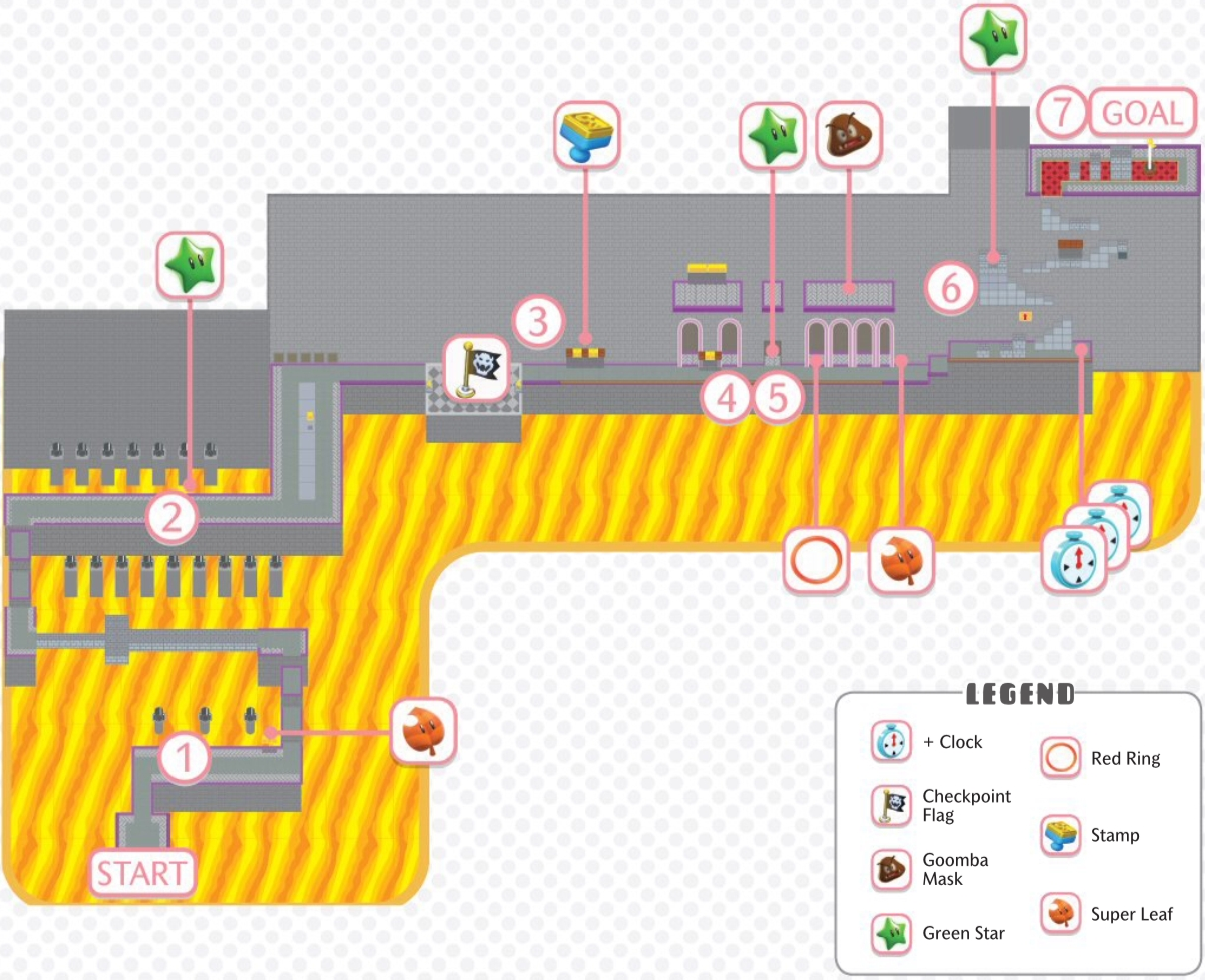


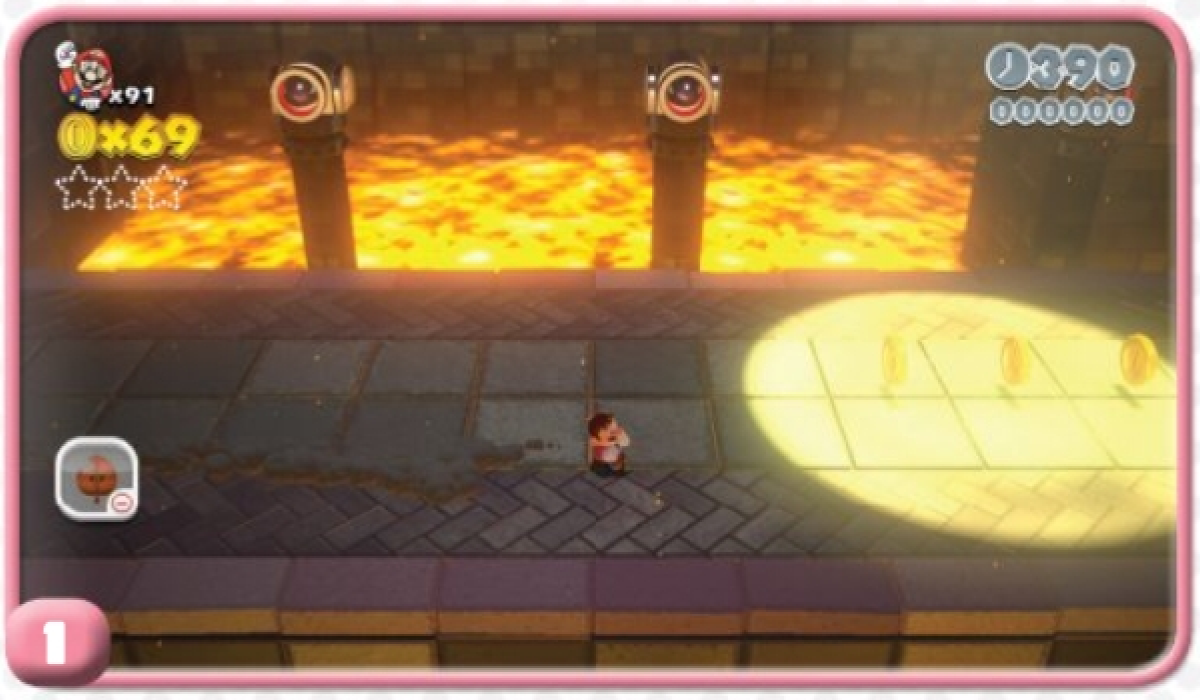
STAMP

The Stamp is in the air next to the final island with the Goal Pole. You'll only reach it you have two clones or players standing on Multi-Vator.



WORLD 5-7: Searchlight Sneak

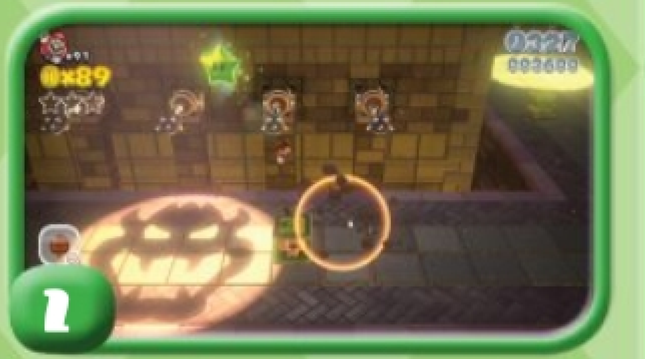

START
1
2
3
4
5
6
7
GOAL
LEGEND
+ Clock
Checkpoint Flag
Goomba Mask
Green Star
Red Ring
Stamp
Super Leaf


1

Bill Blasters armed with Cat Bullet Bills are located throughout the area, though curiously they don't fire until you end up in one of the many roaming searchlights of this level. This is something you'll need to exploit.

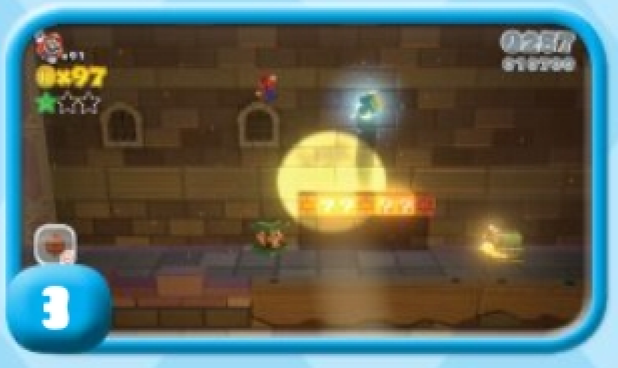
GREEN STAR #1

The first Green Star demands that you take a springboard and use it to bounce high enough to reach it. Unfortunately, it's in the path of a roaming searchlight, and you can expect a massive barrage to start the moment you are lit up.


2

STAMP

The Stamp is in plain sight just past the Checkpoint Flag, with the blocks you can use to retrieve it watched closely by a searchlight.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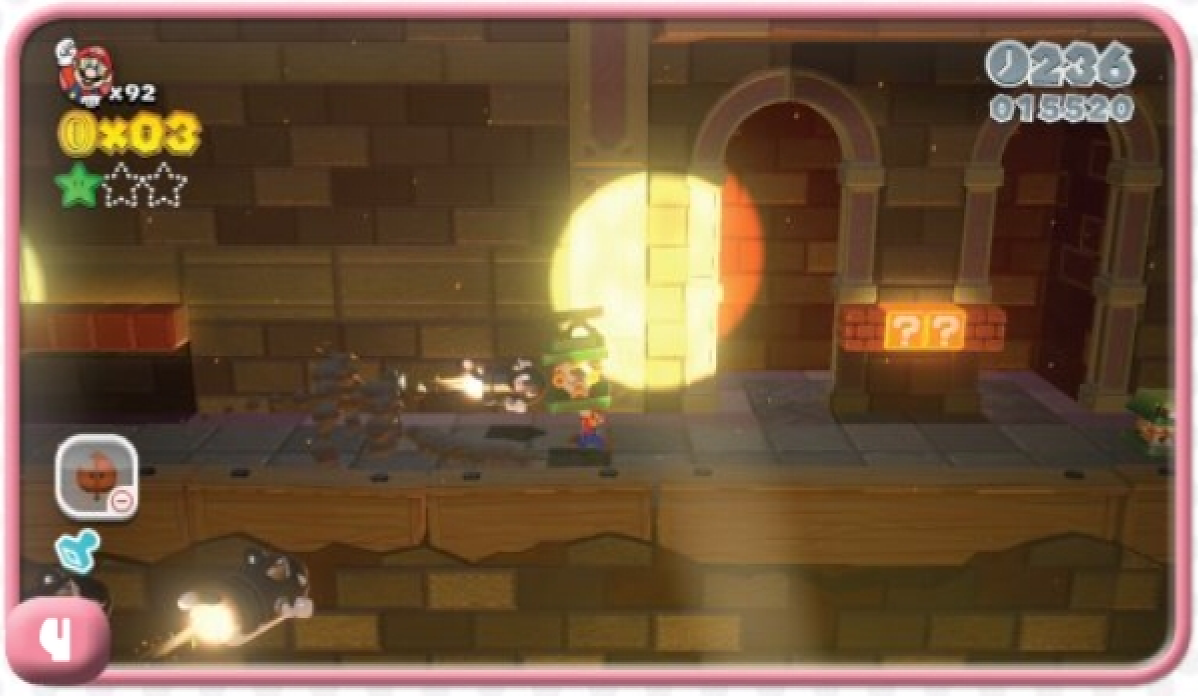
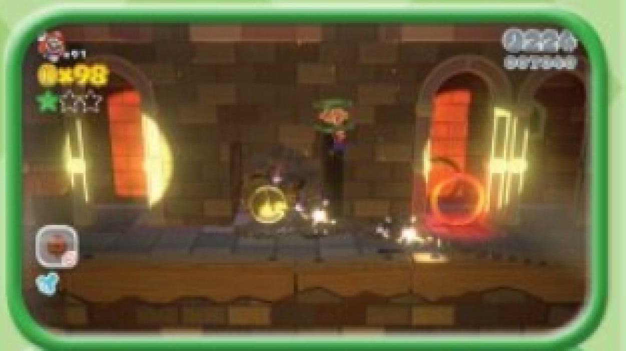
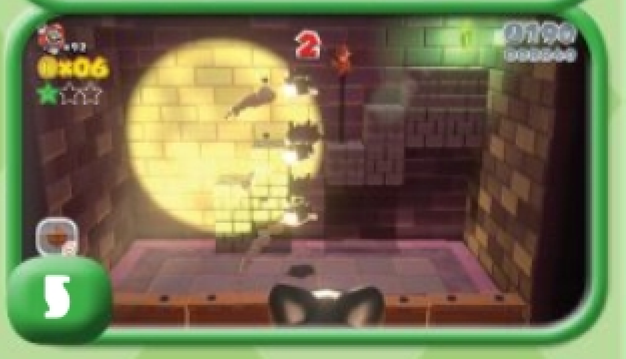

4

Use the small alcoves behind these pillars to slip past searchlights. You can also use a Goomba Mask taken from defeating a Goomba on the ledges above the searchlights.

GREEN STAR #2

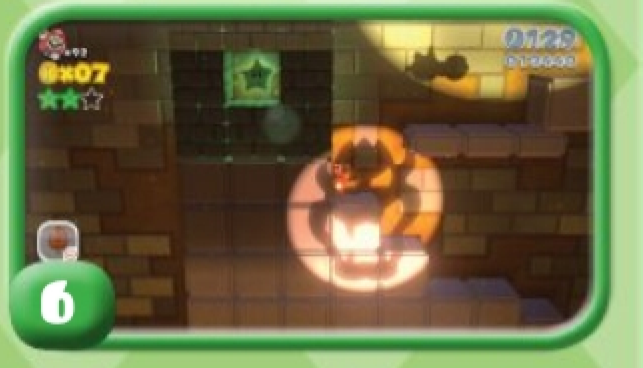
Watch for a cracked portion of wall shortly after collecting the Stamp. You must be spotted to start up the Cat Bullet Bill barrage, and lead them to destroy the wall. This reveals a Mystery Box that takes you to a bonus room. Here, you have 10 game seconds to climb large blocks to reach the Green Star before they are destroyed by an unceasing barrage of Cat Bullet Bills.

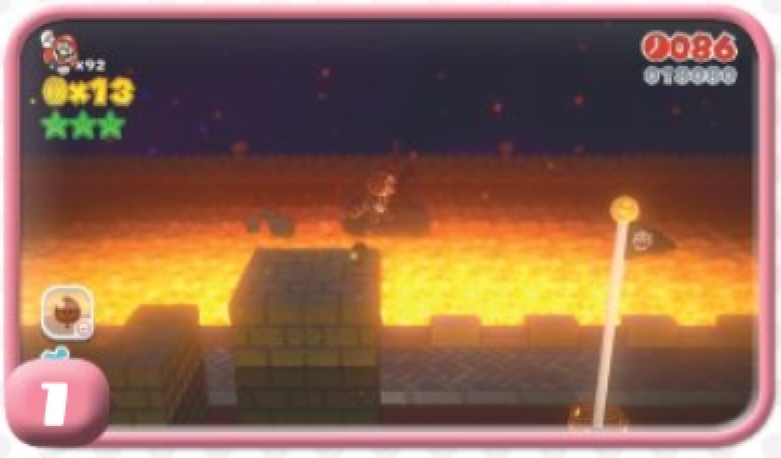



5

GREEN STAR #3

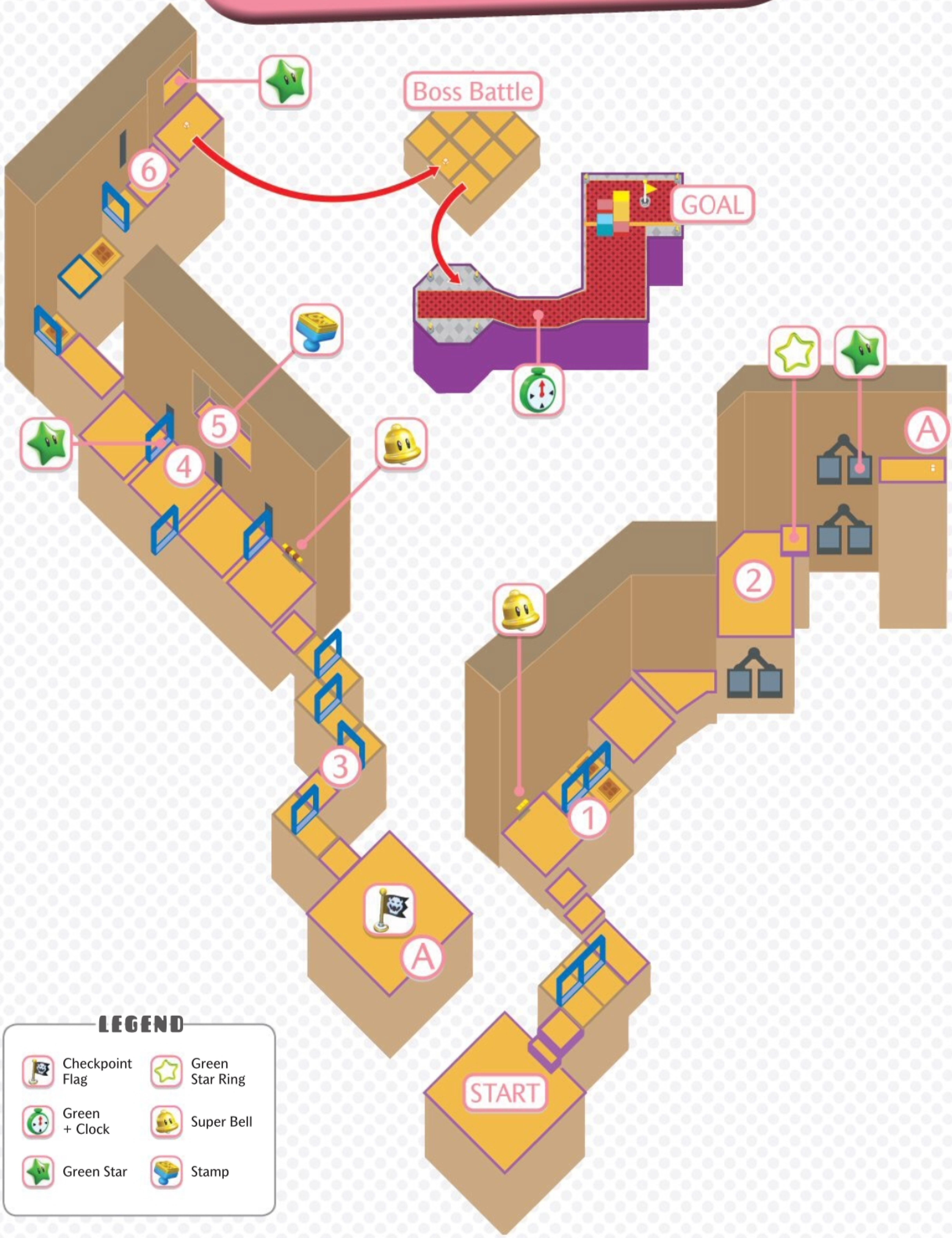
The final Green Star is encased by blocks. You can try to use the Tanooki Power-Up to float straight into it, and Peach can break this challenge wide open with her float ability. If these are not options, try to lure Cat Bullet Bills into destroying the blocks to get access to the star.

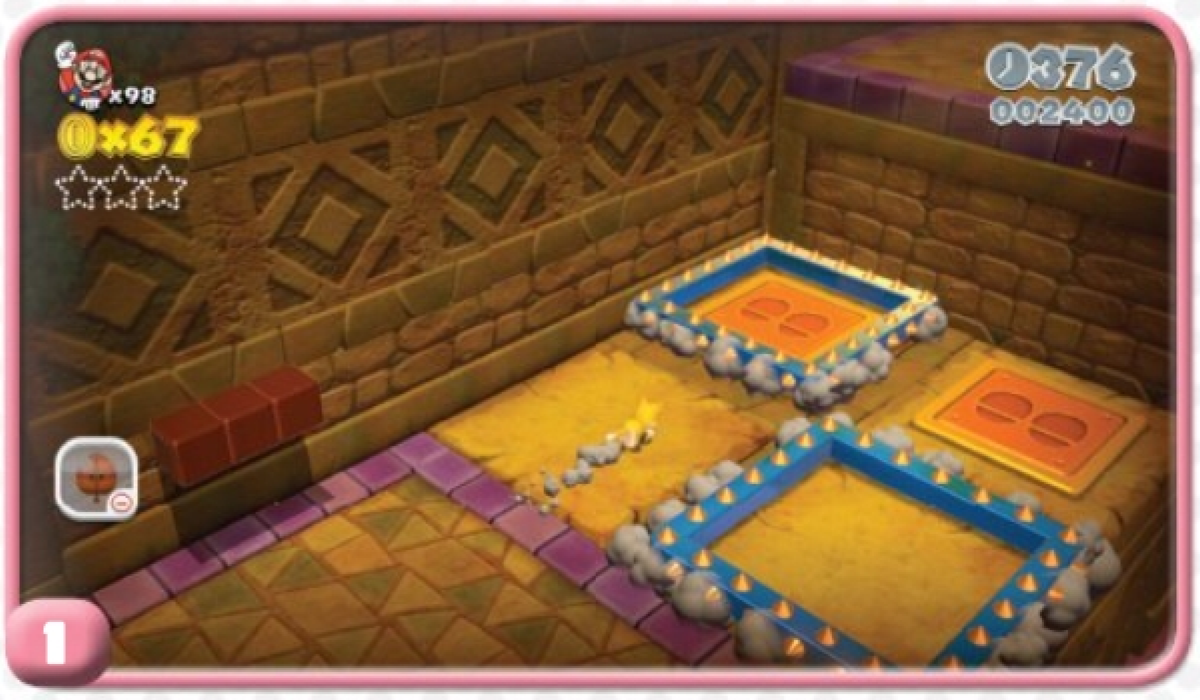

6


7

Try to reach the Goal Pole without attracting a barrage of incoming Cat Bullet Bills: They can destroy the steps that you might need to use to reach the top of the pole.

WORLD 5-CASTLE: King Ka-thunk's Castle


Boss Battle
GOAL
6
5
4
3
2
1
A
A
START
LEGEND
Checkpoint Flag
Green Star Ring
Green + Clock
Super Bell
Green Star
Stamp

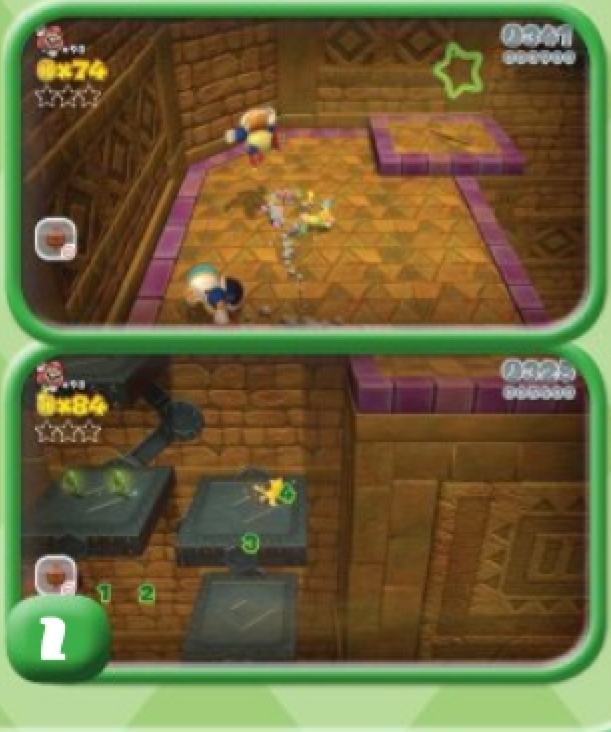


1

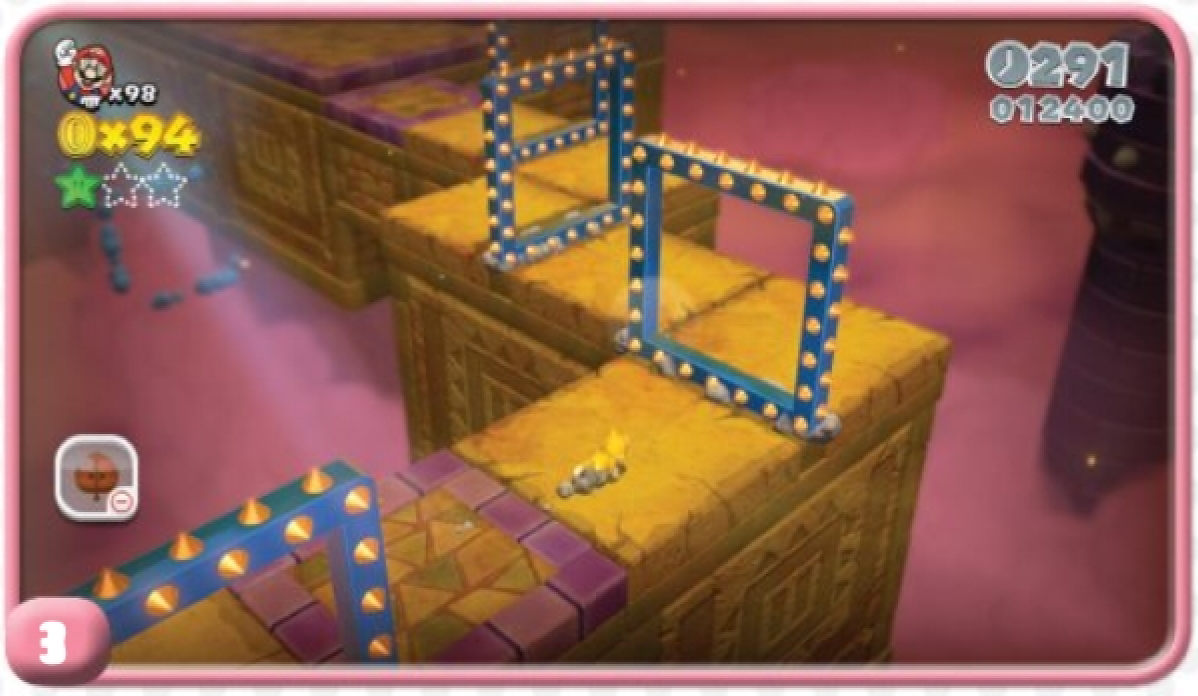
Ka-thunks are a threat throughout the whole World 5 Castle, forcing you to mind your movements through areas they control. You can get a Cat Power-Up early on, and it can be really useful throughout, especially for bypassing Ka-thunks. You also need it to find some of the collectibles.

GREEN STAR #1

A pair of Chargin' Chucks stand between you and a Green Star Ring. Take them out, and go through the ring to make the Green Coins appear on the swinging platforms to the right. This can be a tough Green Star to collect.



2

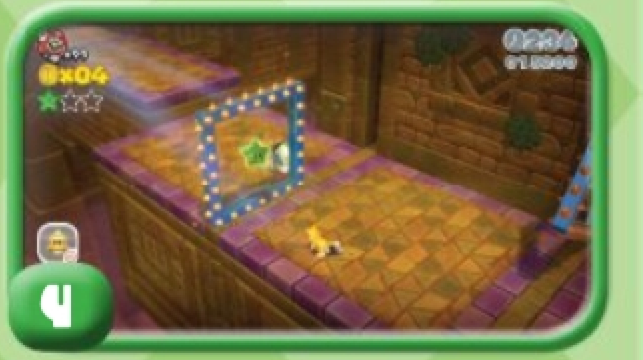


3

Don't be hasty when traveling on the narrow bridge patrolled by Ka-thunks. A miscalculated move can result in your taking a hit or simply jumping off the bridge.

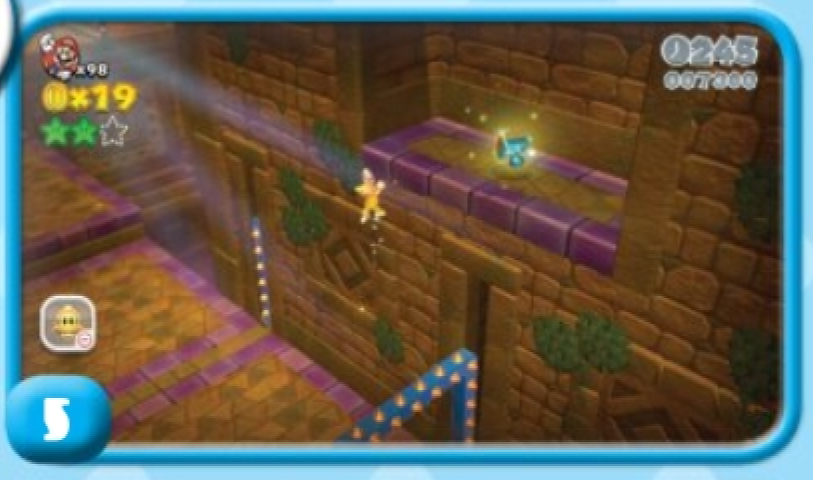
GREEN STAR #2

It can be easy to miss the Green Star in this section if you're sprinting past the rolling Ka-thunks. Look for it at the center of a Ka-thunk. You have to time your jump through it carefully. Chargin' Chucks in the area can also complicate things.



4

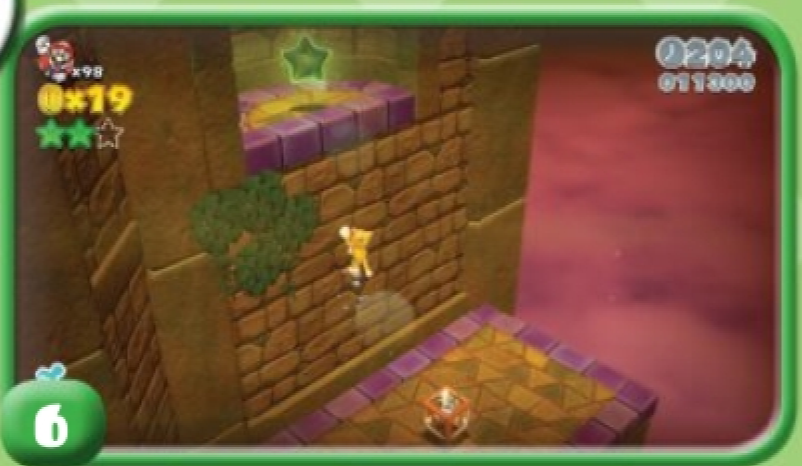
STAMP



5

The Ka-thunk gauntlet that hid the second Green Star also contains the Stamp, sitting on a ledge overlooking the Ka-thunks. The Cat Power-Up is required for this item!

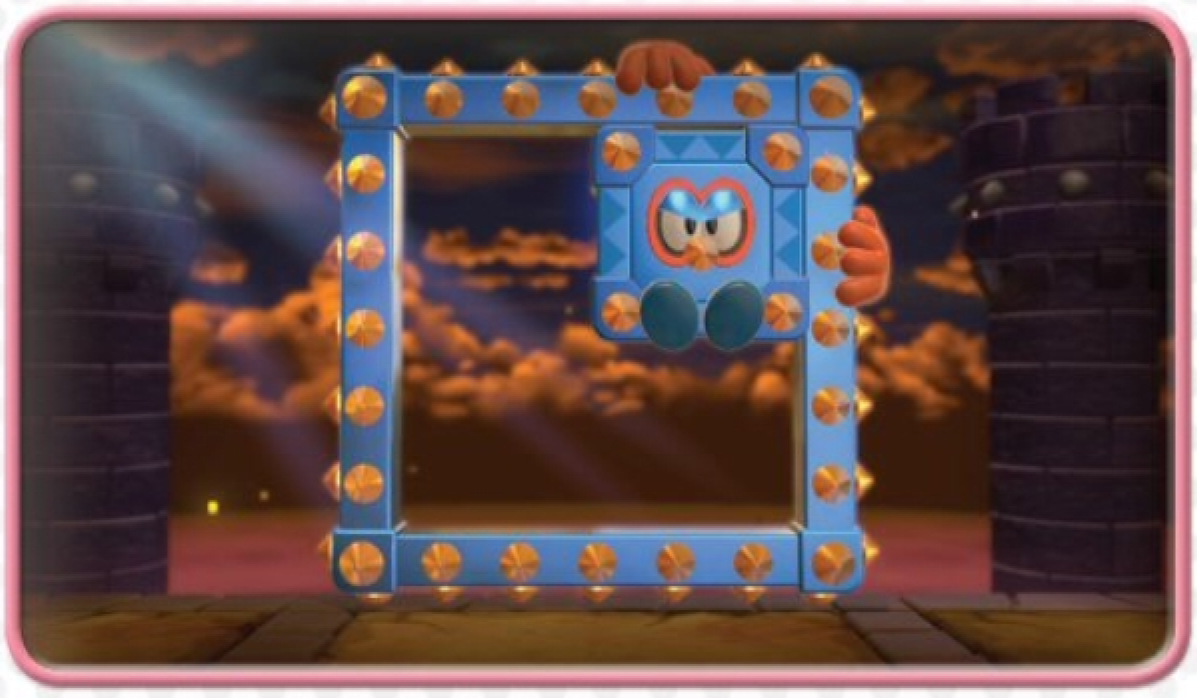
GREEN STAR #3



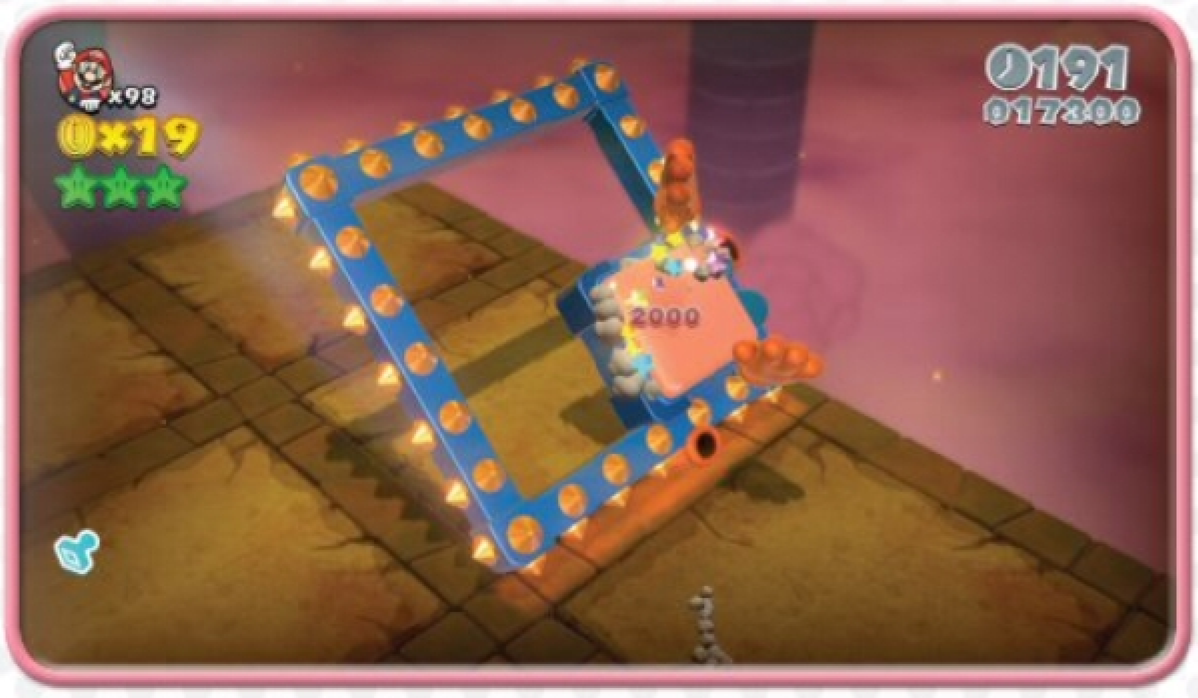
6

After pushing past the Ka-thunks rolling over the Jump Panels, you encounter a Warp Box to the next area. However, with the Cat Power-Up, climb the wall to the left of the Warp Box to reach the last Green Star.

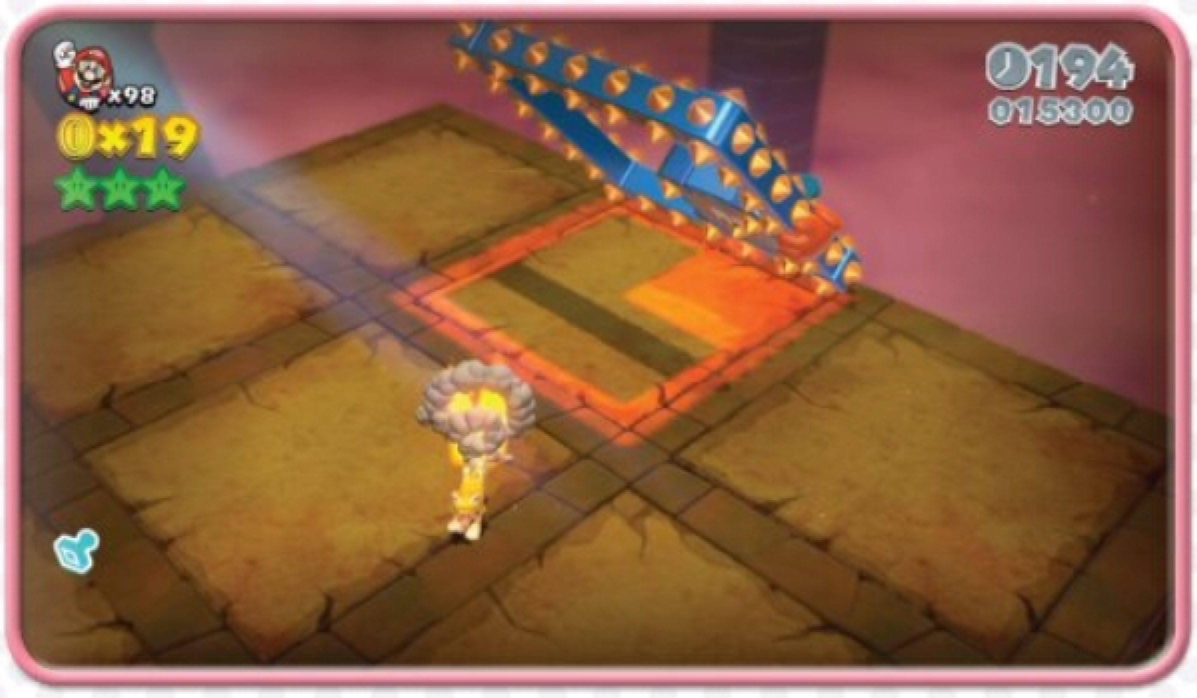
BOSS BATTLE: King Ka-thunk



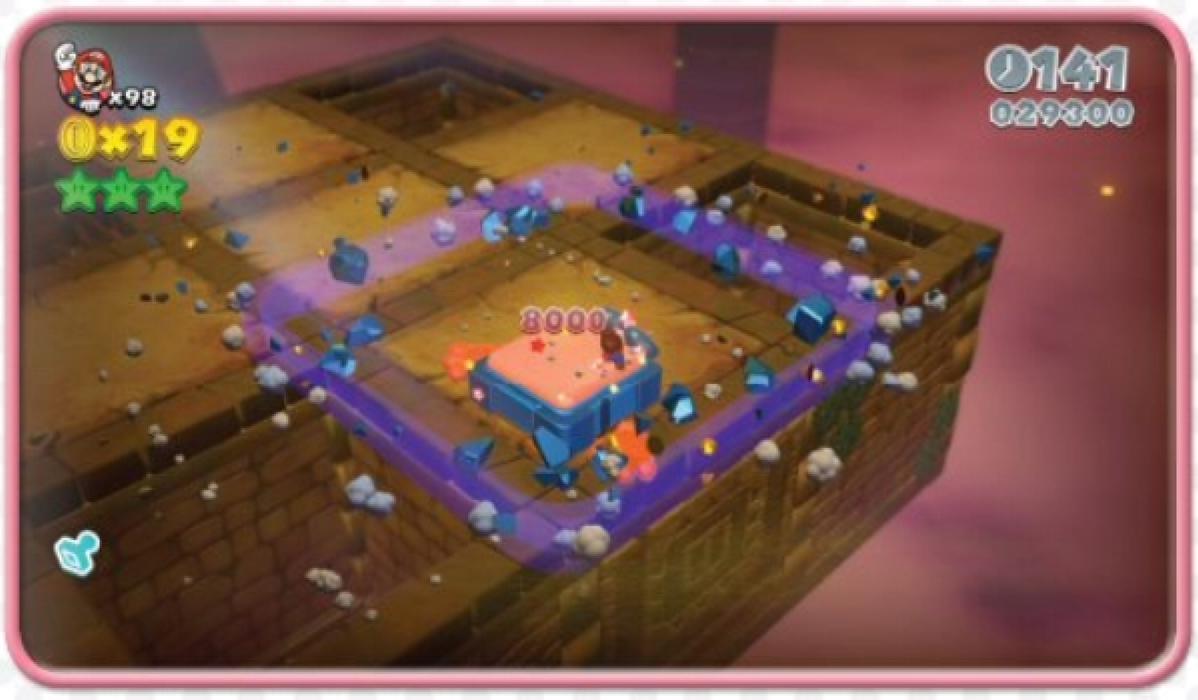
The Warp Box transports you to a platform that is divided into nine connected pieces, and dropping in to say hello is King Ka-thunk, ruler of those pesky obstacles you had to get past in the castle.



The goal in this fight is to stomp on the large red weak spot on the back of King Ka-thunk's face. You have to do this three times to win.

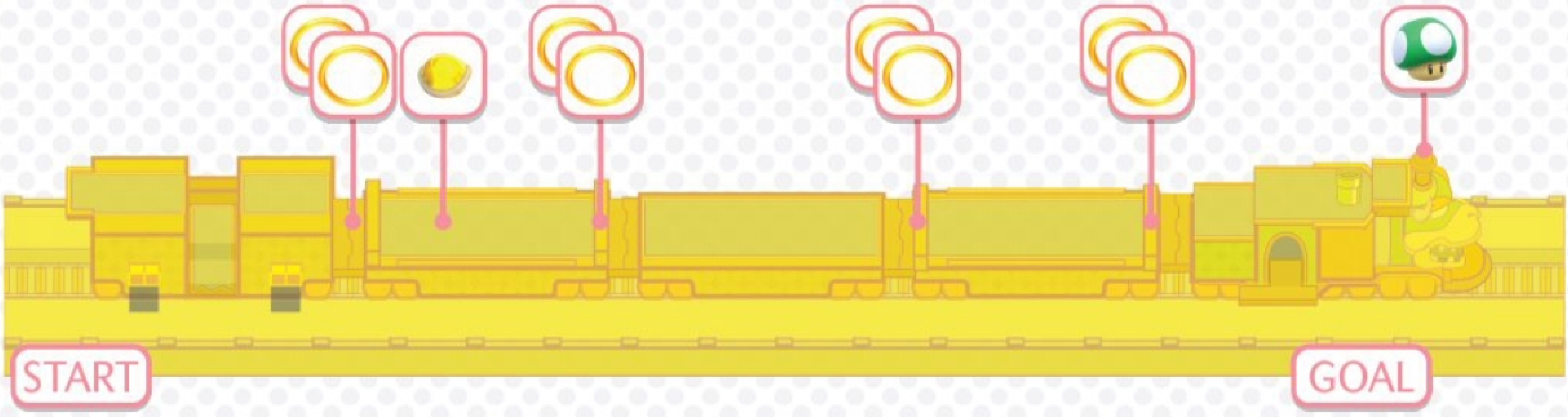


Fighting King Ka-thunk is all about paying attention. He will try to roll toward you just like his smaller subjects did. His face will move around inside his spiked frame, which means you've got to pay attention to where you stand when he rolls over you. Watch for the warning lights to appear just before he tumbles over, showing you exactly where it is safe to stand.



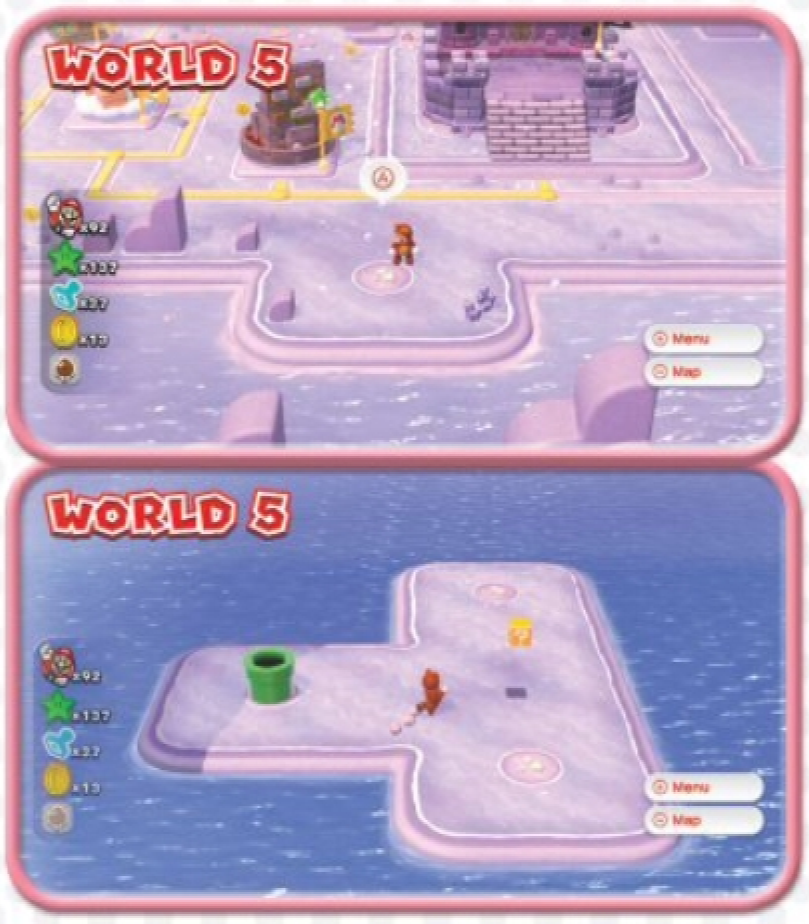
After you hit King Ka-thunk once, sections of the ground fall away from the rest of the arena, limiting where both you and King Ka-thunk can go. Eventually, you're left in a plus-shaped battleground. Stay calm, and take advantage of any chances you get to hit him. He starts to move much faster, and recovers from a face plant quicker, too. Still, after three hits, the king will fall. Once you reach the Goal Pole, you'll free the fifth Sprixie Princess, and open the way to World 6!

WORLD 5:
Coin Express



LEGEND

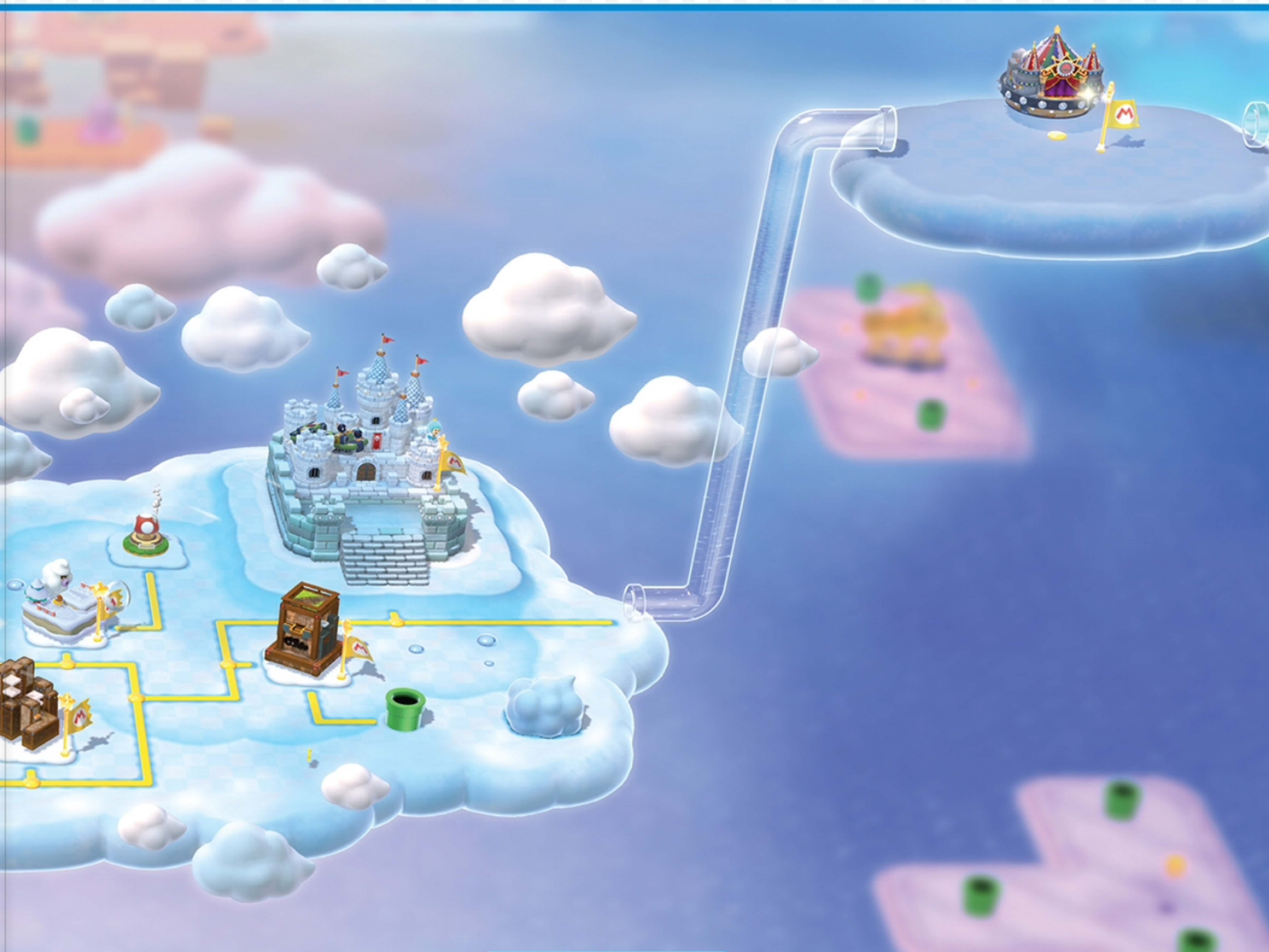
- 1-Up Mushroom
- Gold Ring
- Gold Shell



A small patch of ground on the World 5 map to the south of 5-7 and the Castle can be investigated, revealing a pipe that takes you to a small T-shaped island off the main island. There are two more patches of ground that can be investigated. The southern patch reveals a pipe that teleports you back to World 1. The northern patch takes you to another island where a golden train rides across golden tracks. This is a special bonus level.

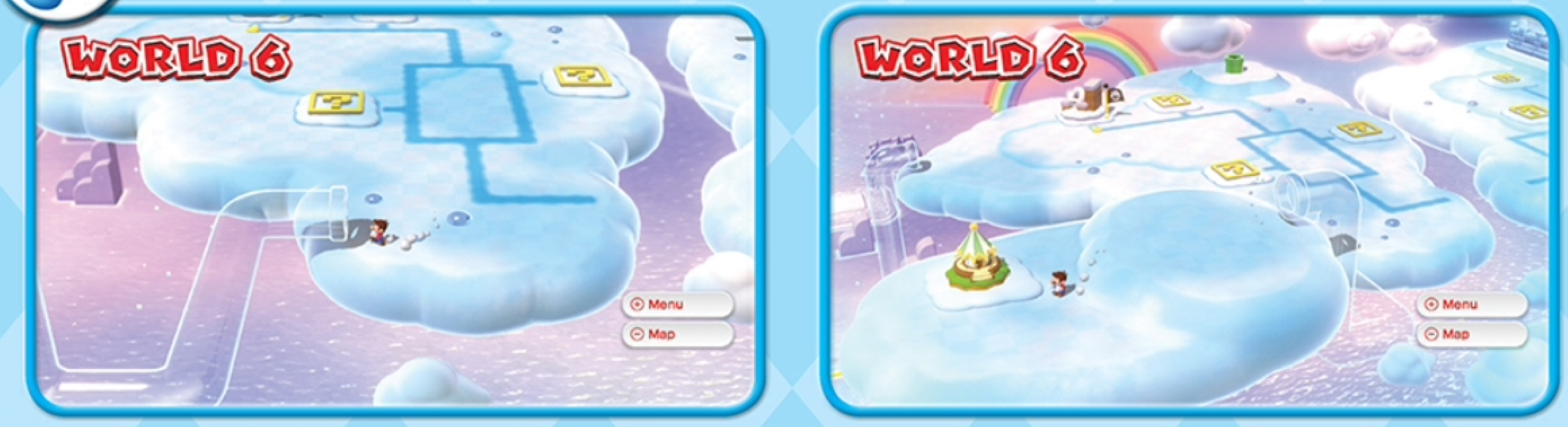
There are no collectibles to worry about here, and no enemies on the money train. However, there are a *lot* of Coins, in piles, and in a gold Shell that you can carry or kick around the train. You won't be leaving this train without at least a few extra lives. On top of all that, the pipe at the end of the train takes you straight to a Lucky House game, giving you another chance to earn more Coins and lives. You get only one shot at this level before it disappears from the World Map, so make it count!

WORLD 6



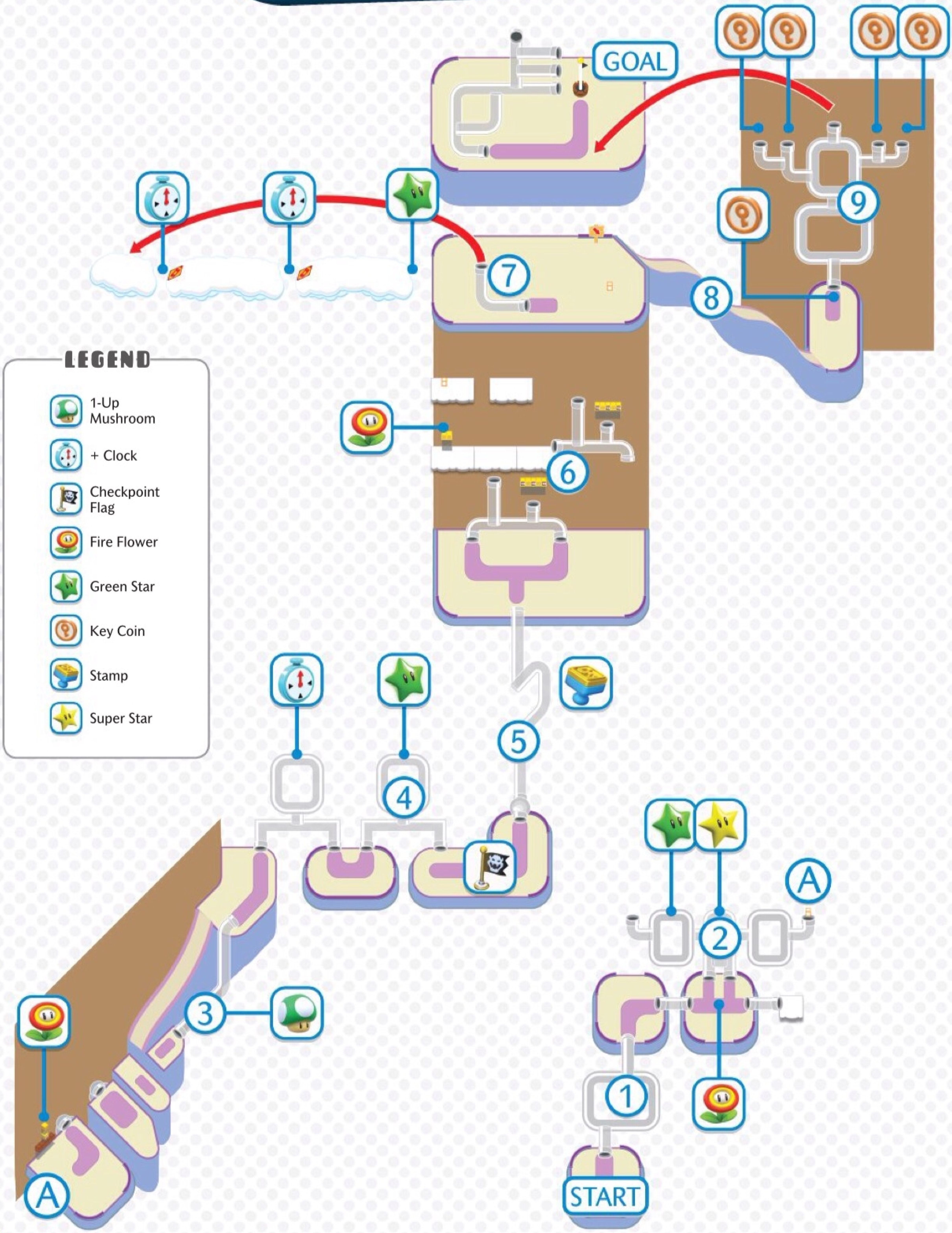
STAMP

World 6 Sprixie House


WORLD 6
Menu
Map
WORLD 6
Menu
Map

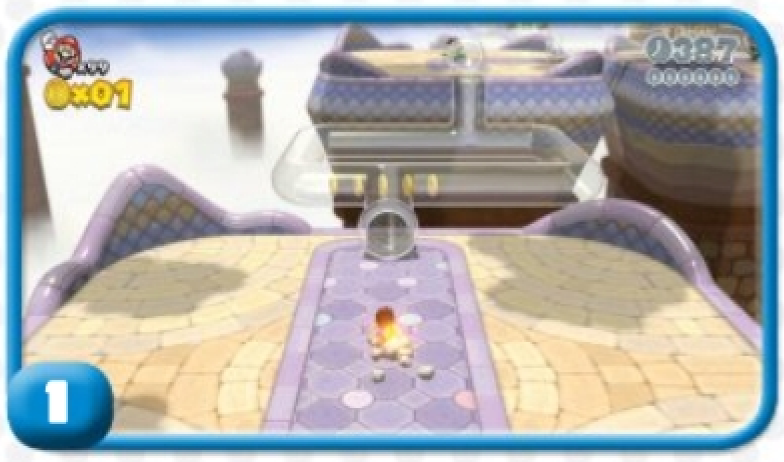
This Sprixie House can be accessed as soon as you arrive in World 6.

WORLD 6-1:
Clear Pipe Cruise


GOAL
9
7
8
6
5
4
3
2
1
A
A
START

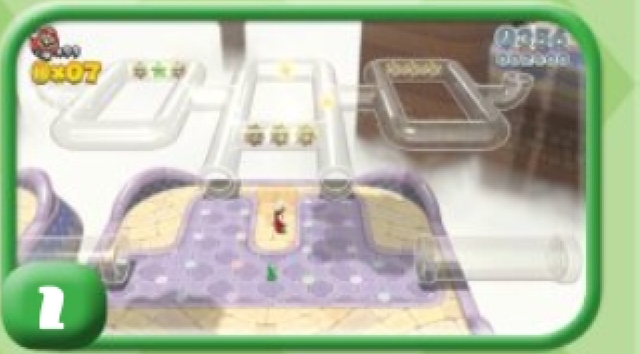
LEGEND

- 1-Up Mushroom
- + Clock
- Checkpoint Flag
- Fire Flower
- Green Star
- Key Coin
- Stamp
- Super Star

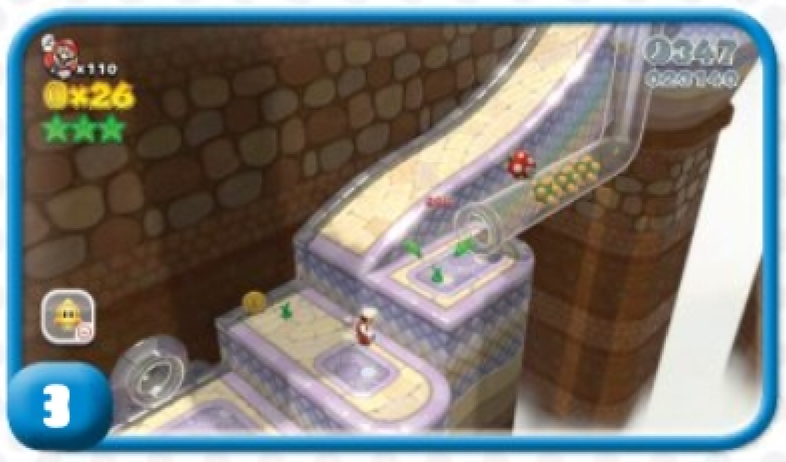

1

This level has a lot of Clear Pipes for you to travel through, and portions of them are blocked by spike balls that can cost you Power-Ups or lives.

GREEN STAR #1

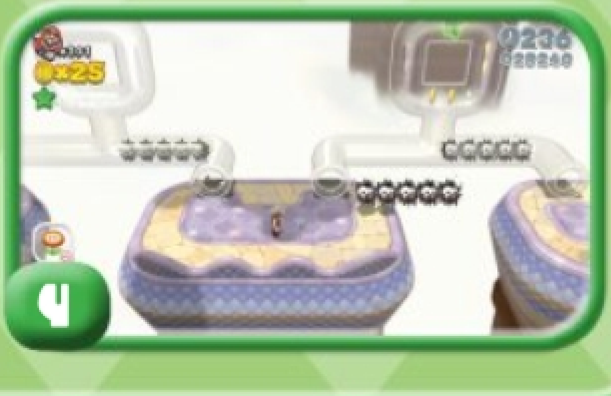

2

Reaching the first Green Star requires that you first pick up the Super Star inside the Clear Pipe, then quickly guide over to the Green Star before the Super Star wears out, as this is the only thing that can destroy the spike balls on either side of the Green Star.


3

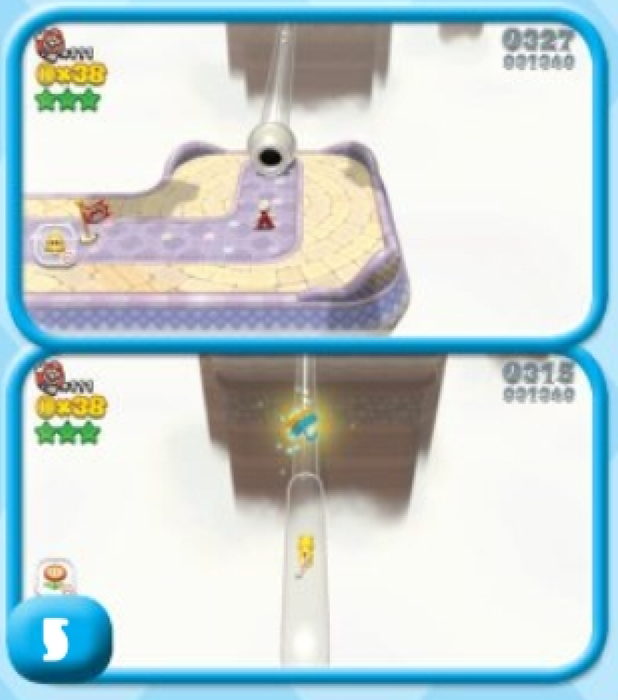
If you destroy the three spike balls inside this Clear Pipe with the Fire Flower, you earn a 1-Up.

GREEN STAR #2

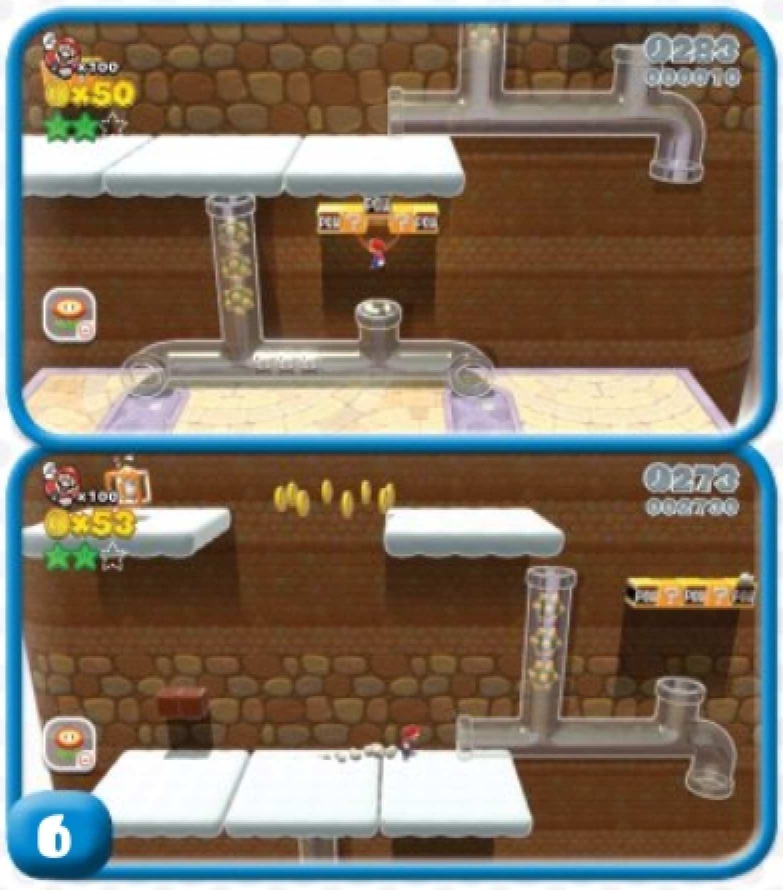

4

You'll have to time your entry into this Clear Pipe in between groups of Fuzzies to safely reach the second Green Star.

STAMP


5

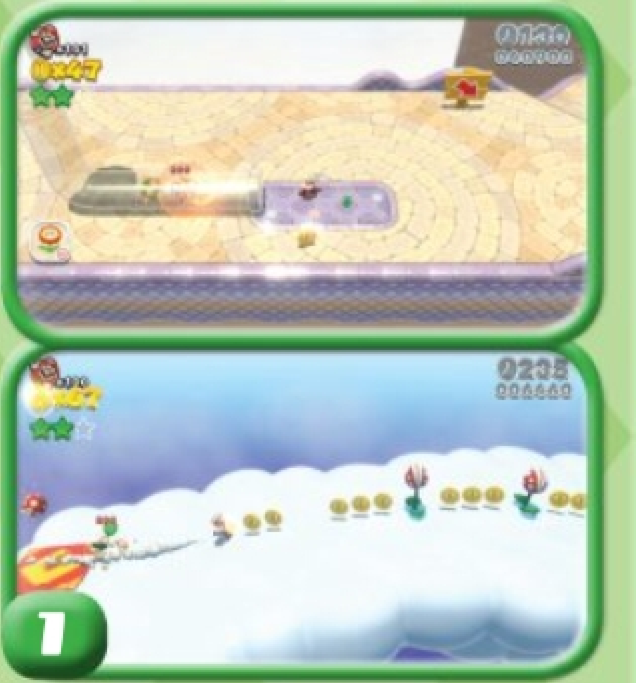
After the Checkpoint Flag there's a one-way Clear Pipe that can take you to the next section. However, it passes directly underneath the Stamp. You can run on top of the Clear Pipe and use a Spin Jump to reach the raised pipe section to claim the Stamp. A Cat Power-Up makes this much easier.


6

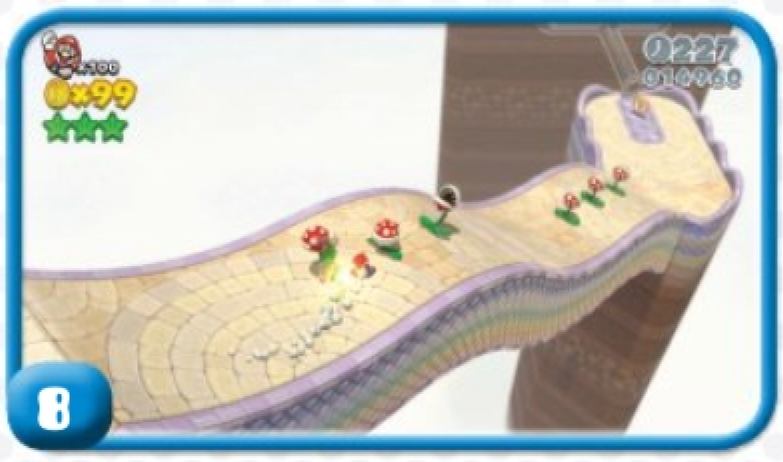
You need to use the Red POW Blocks here to wipe out the spikes in these Clear Pipes—it's the only way to proceed. Mind the nearby Fuzzies while you're getting this done!

If you've got Cat Power-Up, you can skip the Clear Pipes and head straight for the Warp Box.

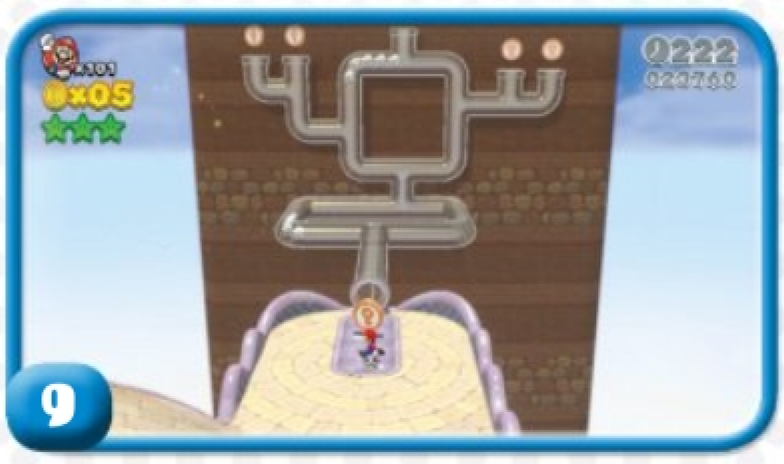
GREEN STAR #3


7

The climb up to the top of the mountain here leads to a Clear Pipe, blocked by spike balls, that feeds directly into a Cloud Cannon. Destroy the spikes with fireballs (you can fool the nearby Fire Piranha Plant into doing this if necessary), then get to the Cloud Cannon. As soon as you arrive in the bonus stage, you can pick up a potted Piranha Plant to help tear through all of the enemies on your way to the third Green Star. Just be careful not to fall off the clouds early!


8

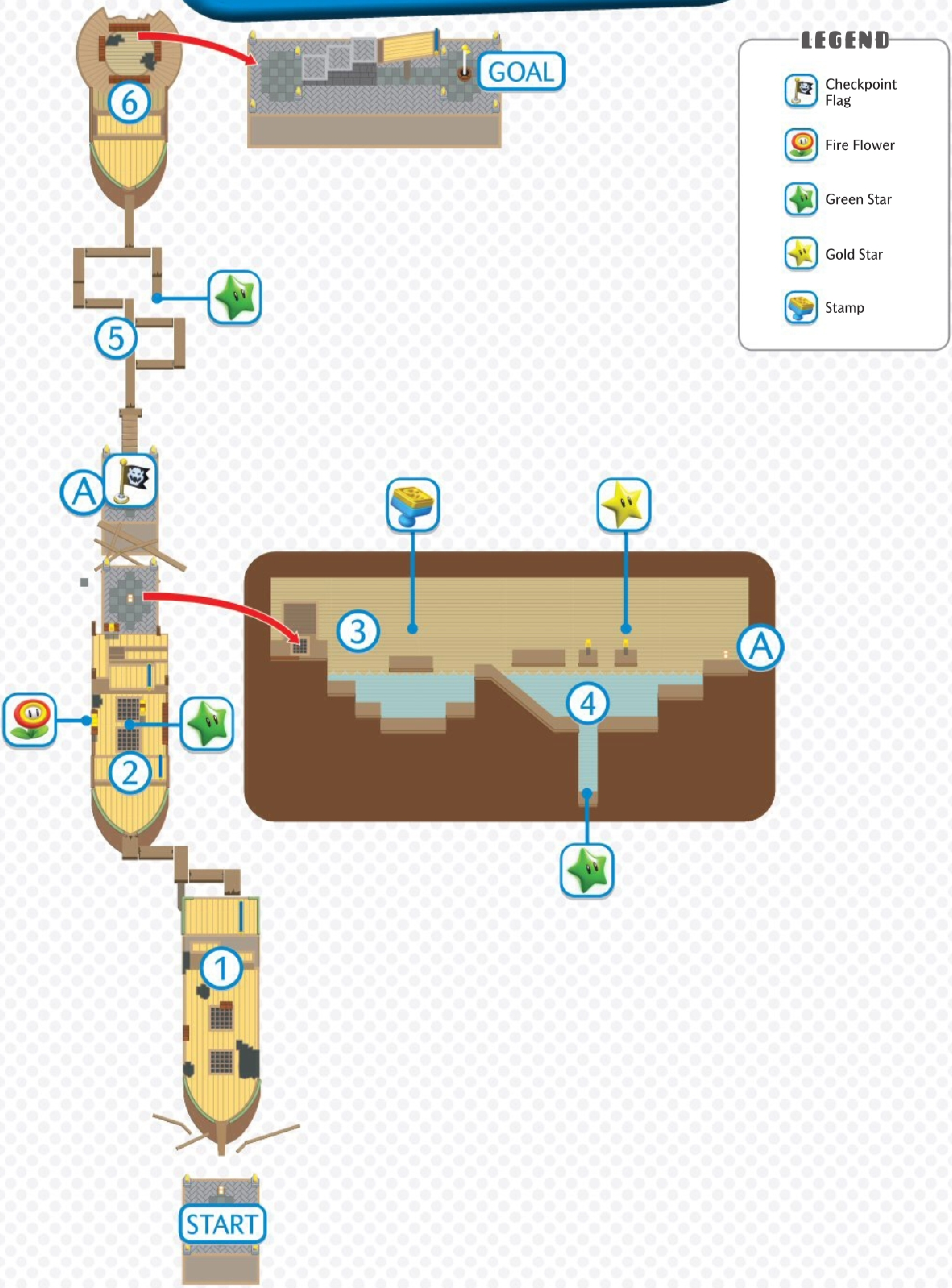
Crouching on this hill will let you slide through all the Piranha Plants on the way down.

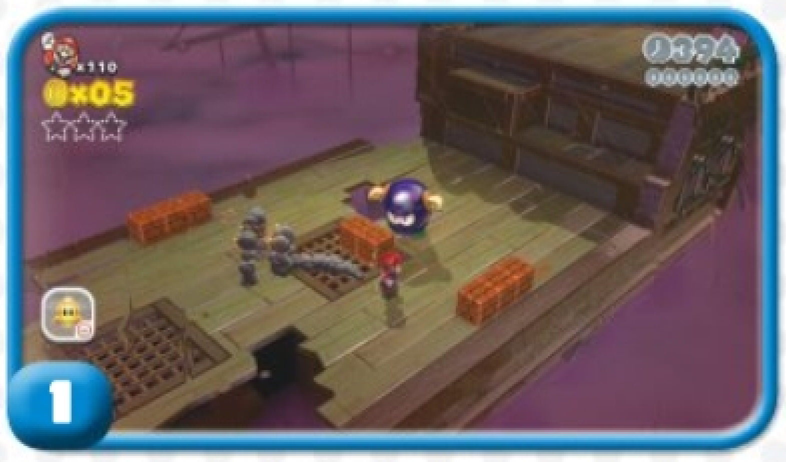

9

The last obstacle before the Goal Pole is a winding Clear Pipe, leading to a locked Warp Box. You must use the pipe to reach four of the five Key Coins you need, while the first of these Coins is helpfully provided at the start of this challenge. Watch the Fuzzies that inhabit the pipes!

WORLD 6-2:

Spooky Seasick Wreck

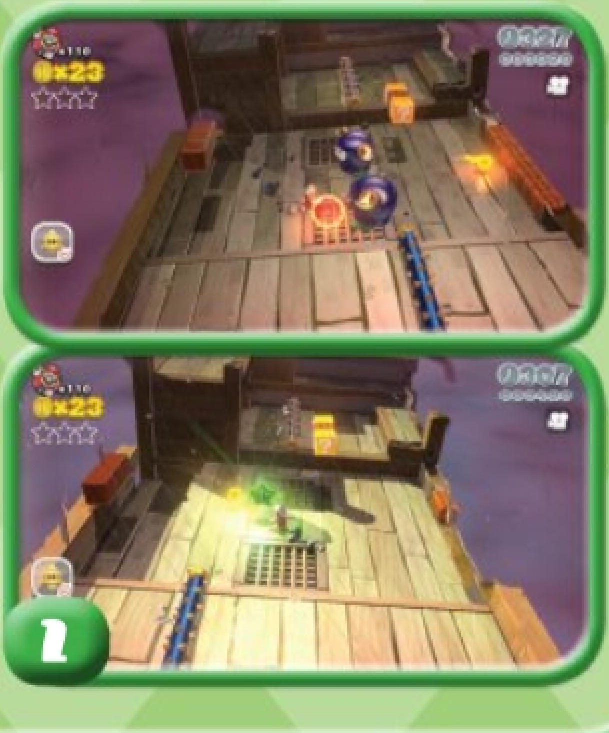

LEGEND
Checkpoint Flag
Fire Flower
Green Star
Gold Star
Stamp
6
GOAL
5
A
3
A
4
2
1
START


1

Bullies can't be beaten by mere stomps: You've got to use repeated stomps to drive them to a ledge, and as they teeter on the brink, use one last stomp to push them off the side of the boat. One by itself isn't too hard, but expect to see more the farther into the level you go.

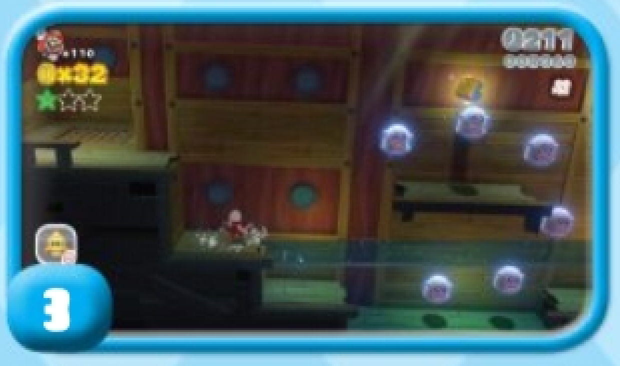
GREEN STAR #1

Push these two Bullies off the side of the boat to earn the first Green Star. The blocks on the sides might make this a bit tougher, but you can easily stomp a Bully through them.


2

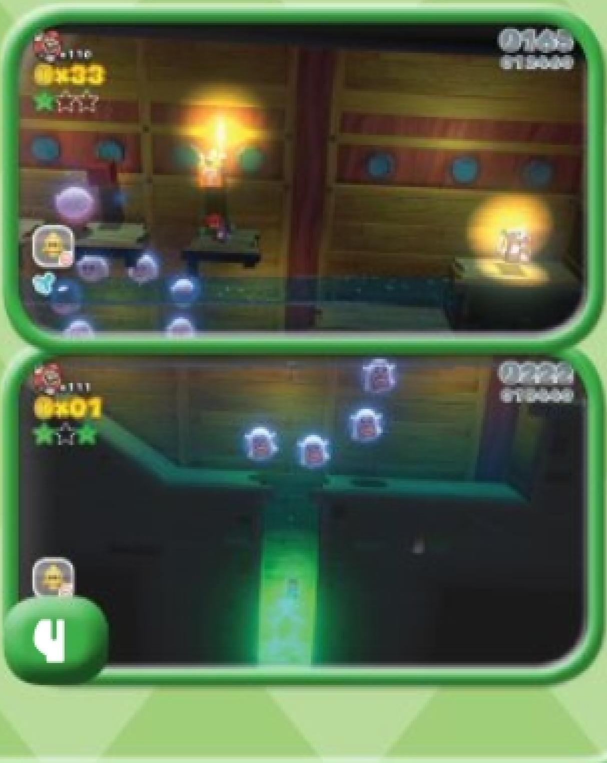
STAMP

The second Warp Box you encounter takes you inside one of the shipwrecks. Close to where you arrive, the Stamp hovers over a platform being orbited by Peepas.


3

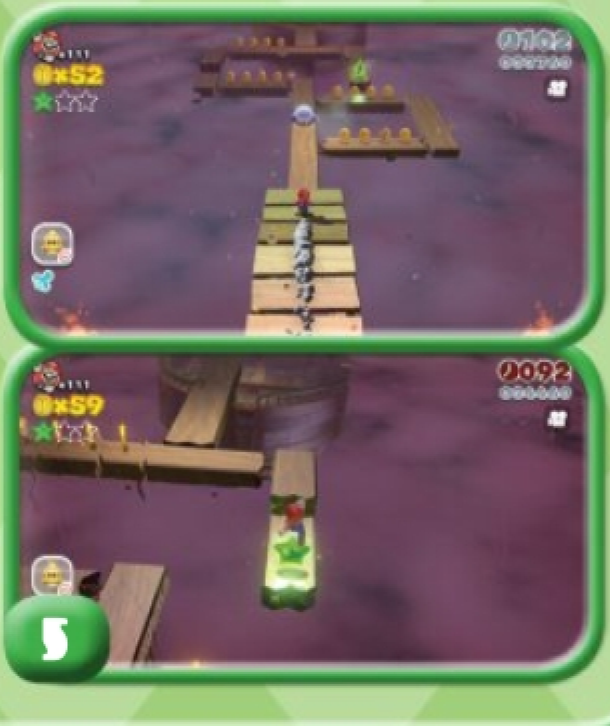
GREEN STAR #2

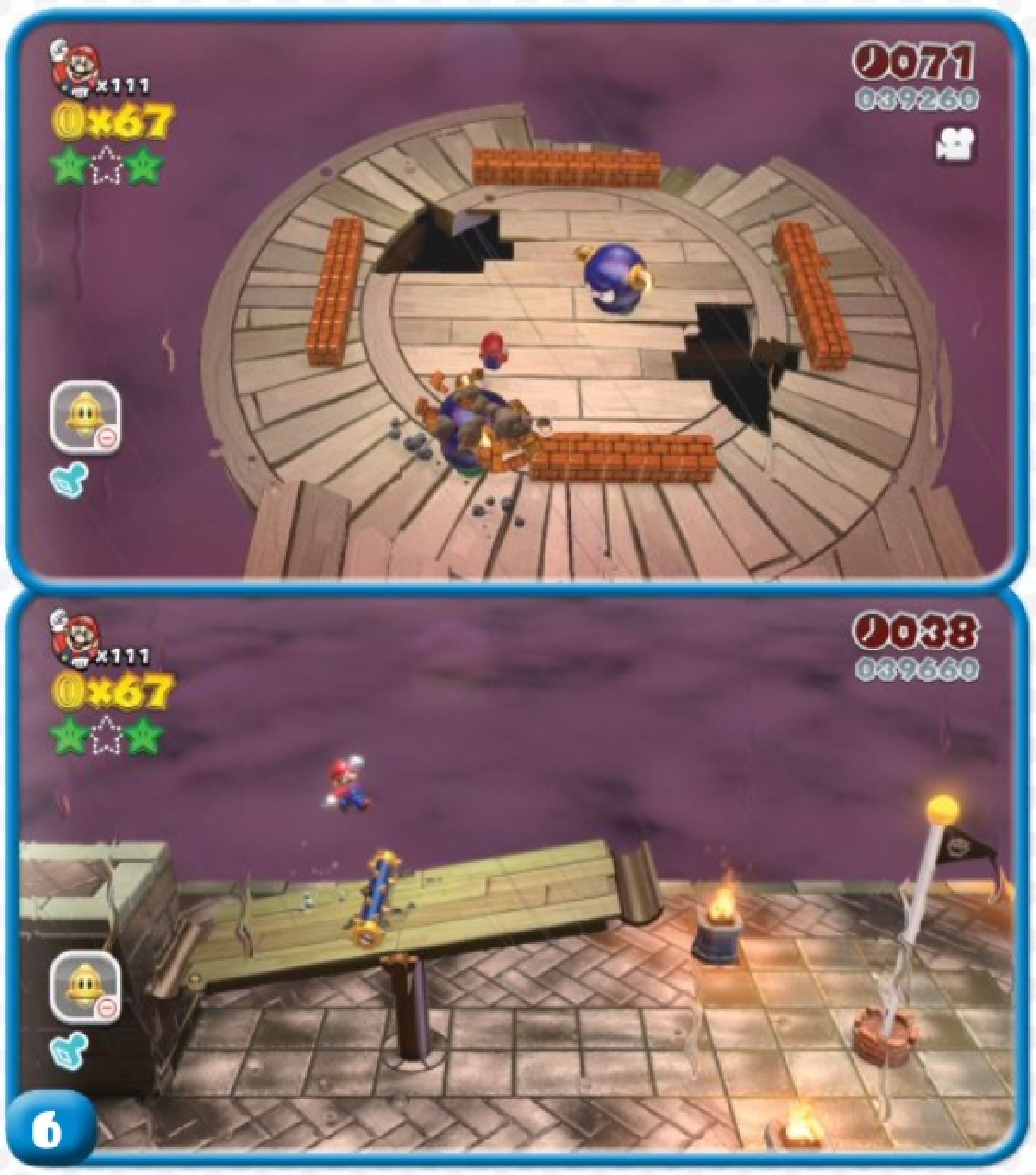
Not far from the Stamp is another set of platforms over some water. Peepas infest the water, while two Boos guard the ledges. If you break open the second ? Block, you can get a Super Star to eliminate the enemy. Don't forget to dive into the small pit below the Peepas for the second Green Star.


4

GREEN STAR #3

The final Green Star is next to a dangerous, narrow walkway that constantly shifts depending on where you are standing. Evade the Boos haunting the area and head for the Green Star.

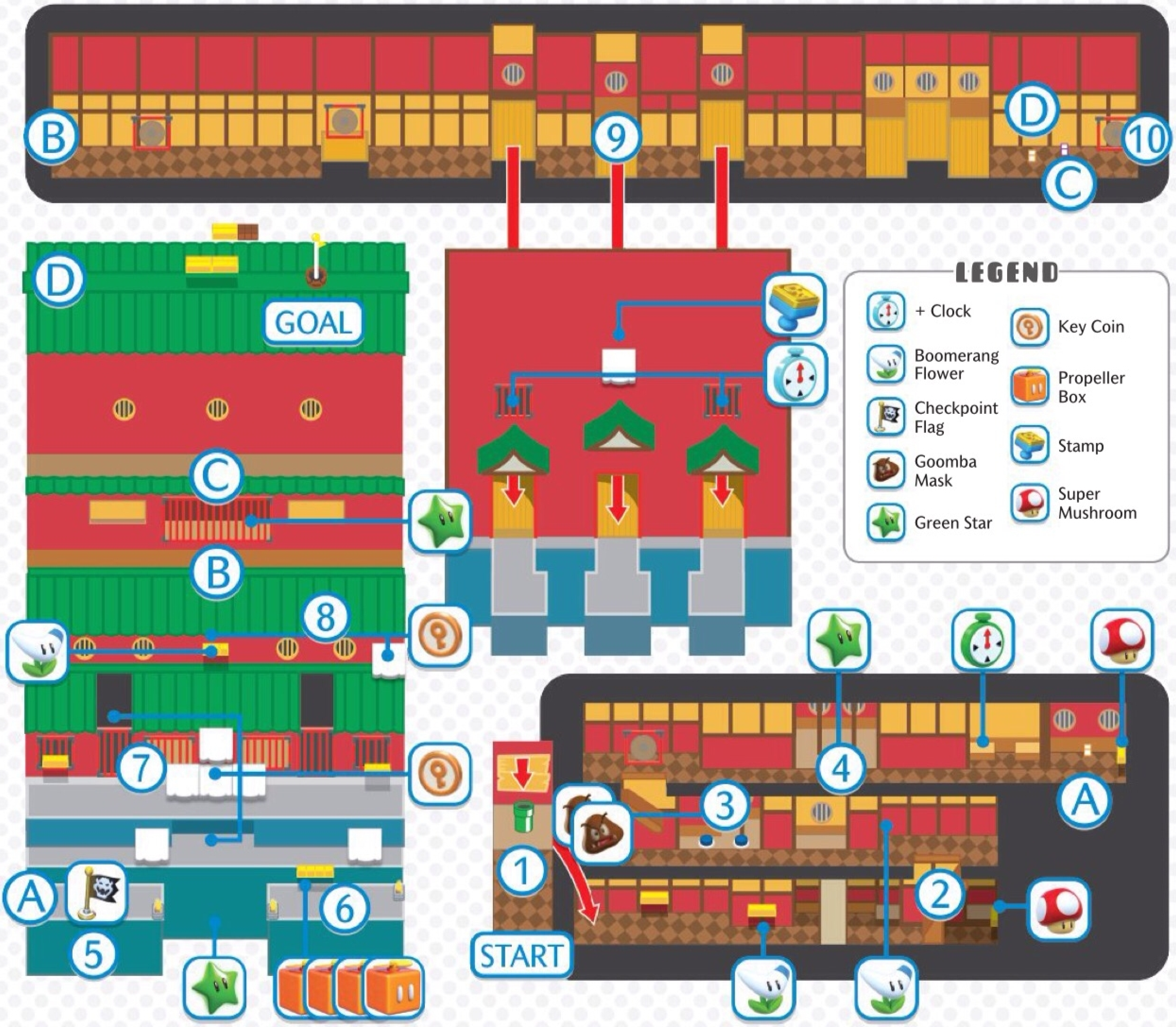

5

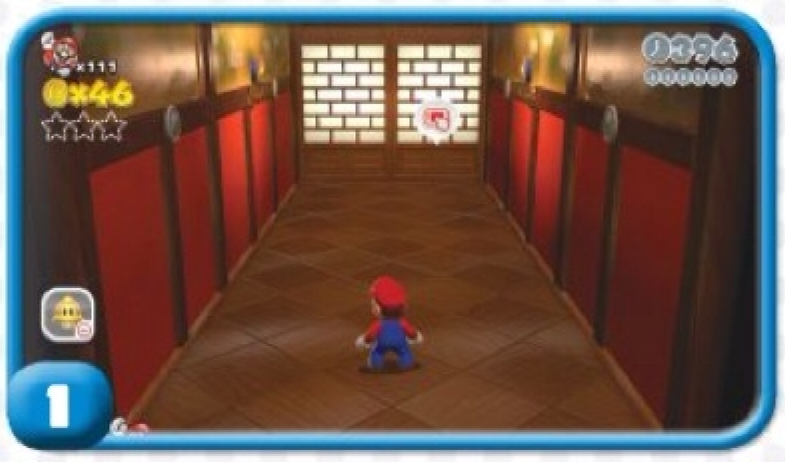

6

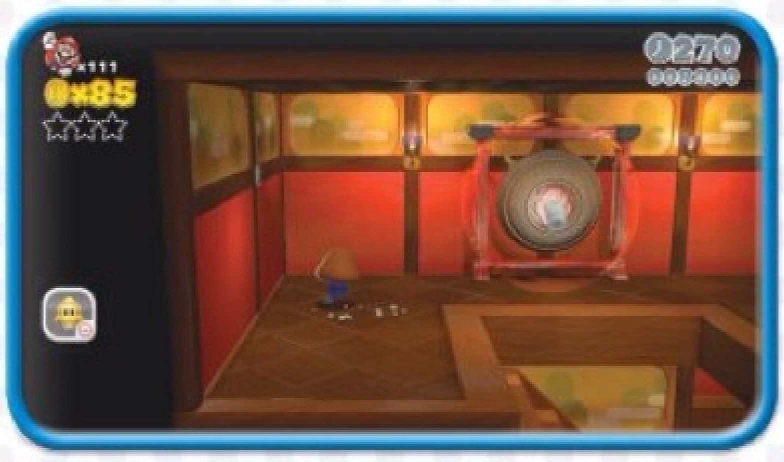
The last boat you encounter is guarded by two Bullies. Use the same methods that you've honed throughout this level to deal with them. A Warp Box appears after they're beaten, taking you to the Goal Pole zone. Your final obstacle to reach the top of the pole is a shifting platform protected by a spiked roller.

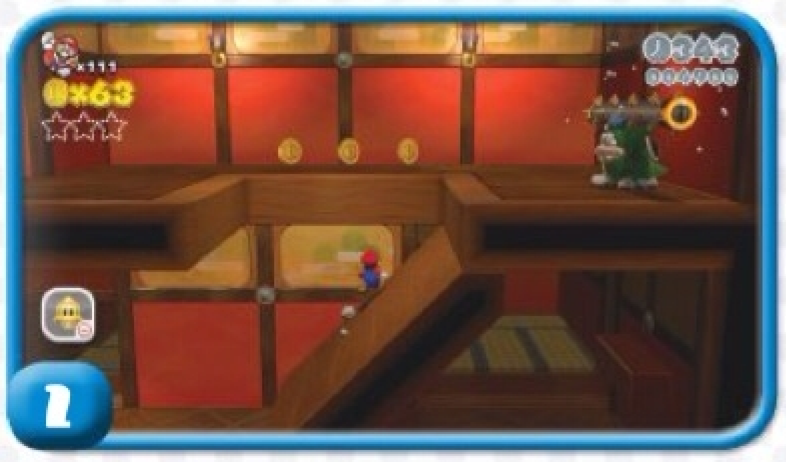
WORLD 6-3:
Hands-On-Hall

This level requires the use of the GamePad.


B
9
D
10
C
D
GOAL
C
B
8
7
A
5
6
1
START
3
4
A
2
LEGEND
+ Clock
Key Coin
Boomerang Flower
Propeller Box
Checkpoint Flag
Stamp
Goomba Mask
Super Mushroom
Green Star

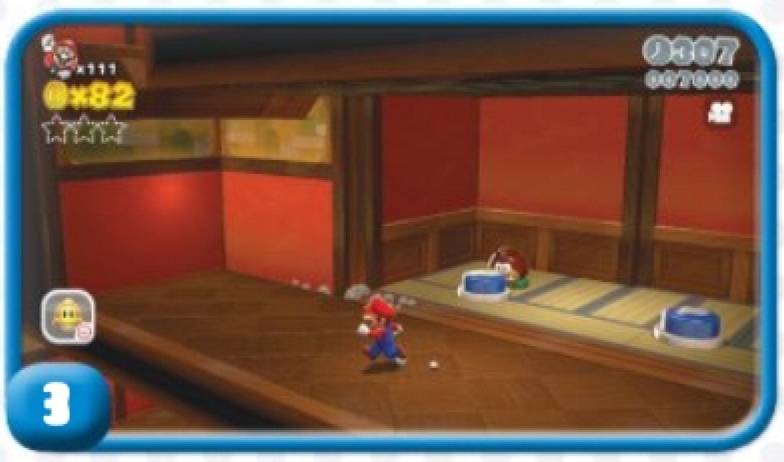

1




2

The first obstacle you come across in this level is a sliding door that will only move if you tap it with the touch screen. Expect to see many of these doors throughout the level. Additionally, there are large gongs you can tap to find extra items or Coins.

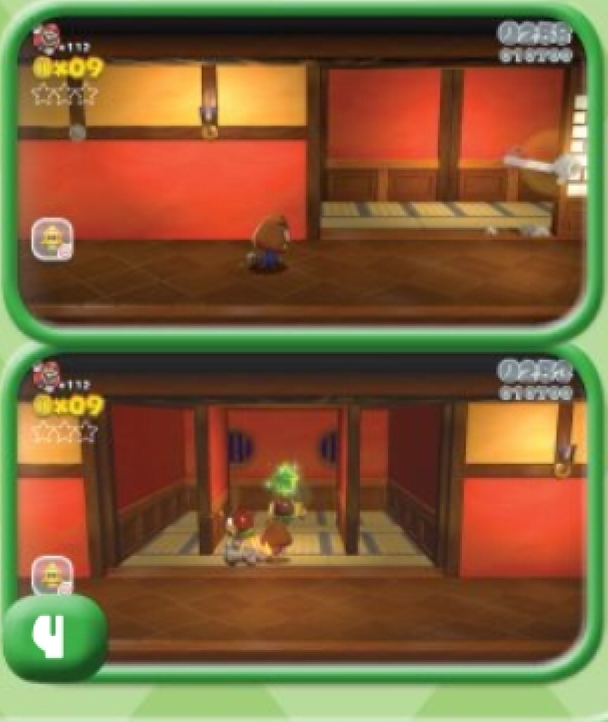
The steps here collapse into a ramp, while a Spike tosses spiked rollers down the ramp to try to crush you.

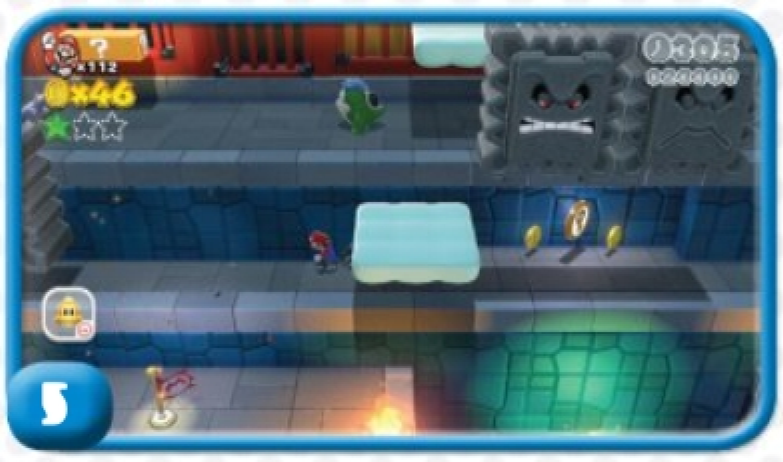


Behind these sliding doors is a pair of P Switches. The one on the left lowers the stairs up to the next floor. The one on the right opens up a hidden door to let out a pair of Goombas. They drop Goomba Masks that you can use to fool enemies.

GREEN STAR #1

On the third floor, you come across a set of double sliding doors that, when moved, appear to hide nothing. Approach the wall behind them and tap it to reveal a hidden room with two Galoombas, a pile of Coins, and the first Green Star.



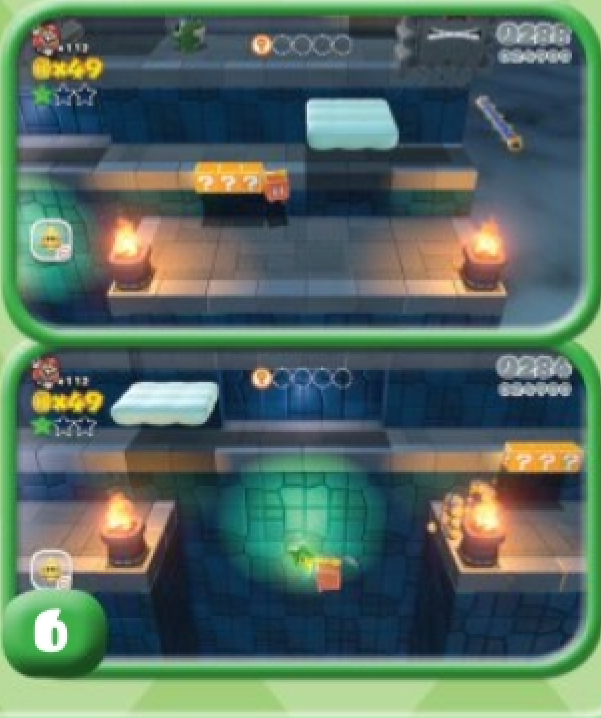


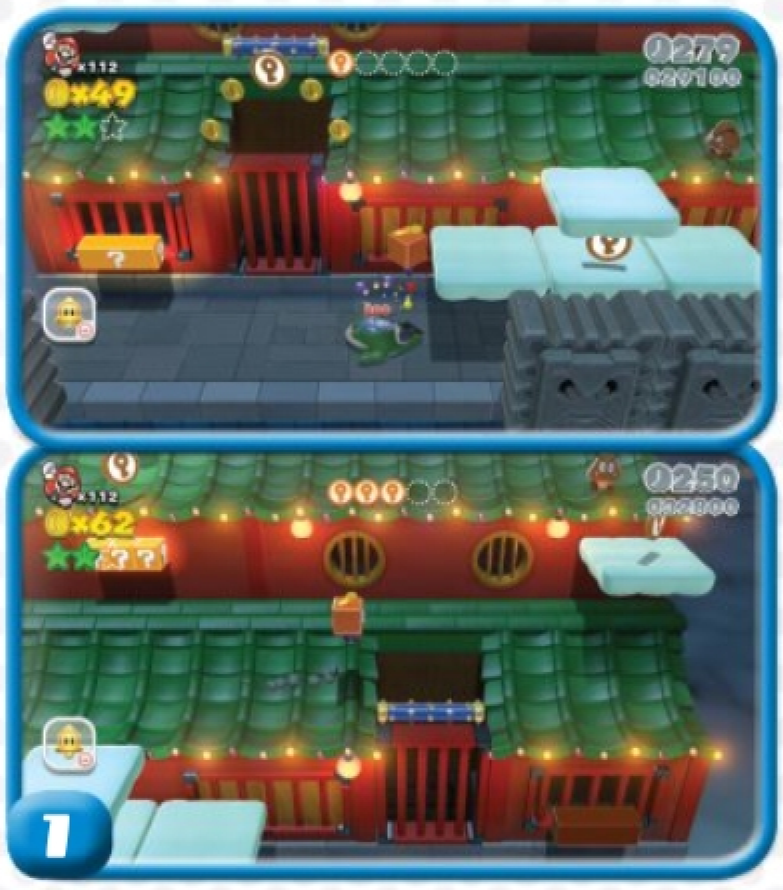
As soon as you reach the rooftops of the level, you can see the second Green Star in a pit directly in front of you.

You need to find five Key Coins scattered throughout the area to reach the Goal Pole. The first is next to a pair of Thwomps near the start of this section.

GREEN STAR #2

Reaching this Green Star requires you to first grab a Propeller Box, then you must jump into the pit, grab the star, and use the Propeller Box to escape certain doom.

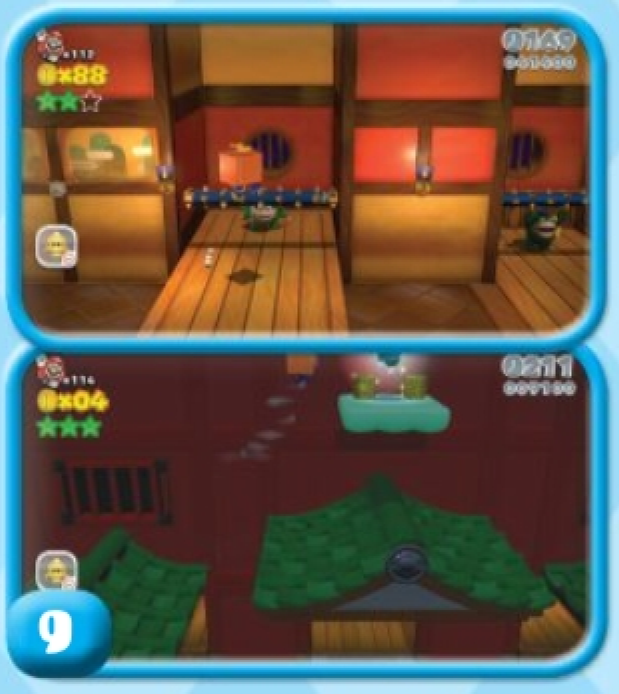




Two more Key Coins are found on the ledges above the first Key Coin, and the last two can be found not too far from these ⑧. Getting the last two unlocks the Warp Box to get back inside the castle. Be on the lookout for Goombas and Spikes during the last stretch.

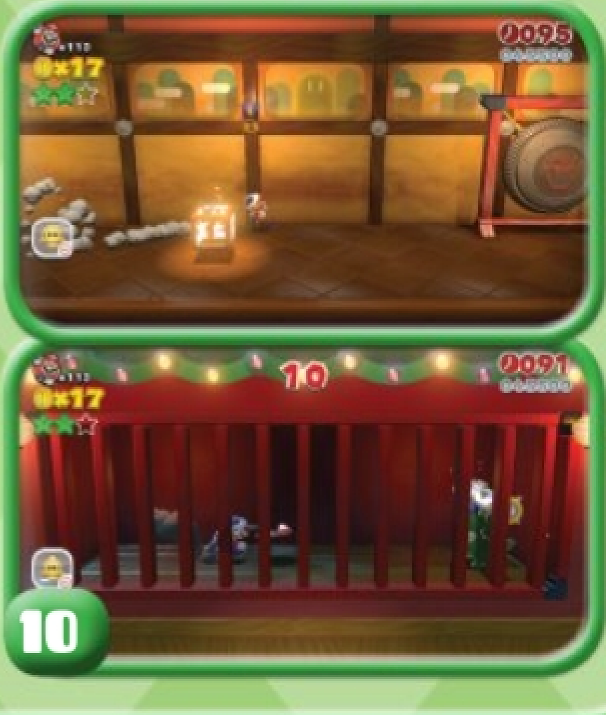
STAMP

You might notice that the Spikes throwing spiked rollers toward the camera aren't hitting any walls. They are actually tossing the spiked rollers through large exits that lead back to the outside of the level, where you can locate the Stamp. The Cat Power-Up or a Propeller Box is essential for reaching this item.

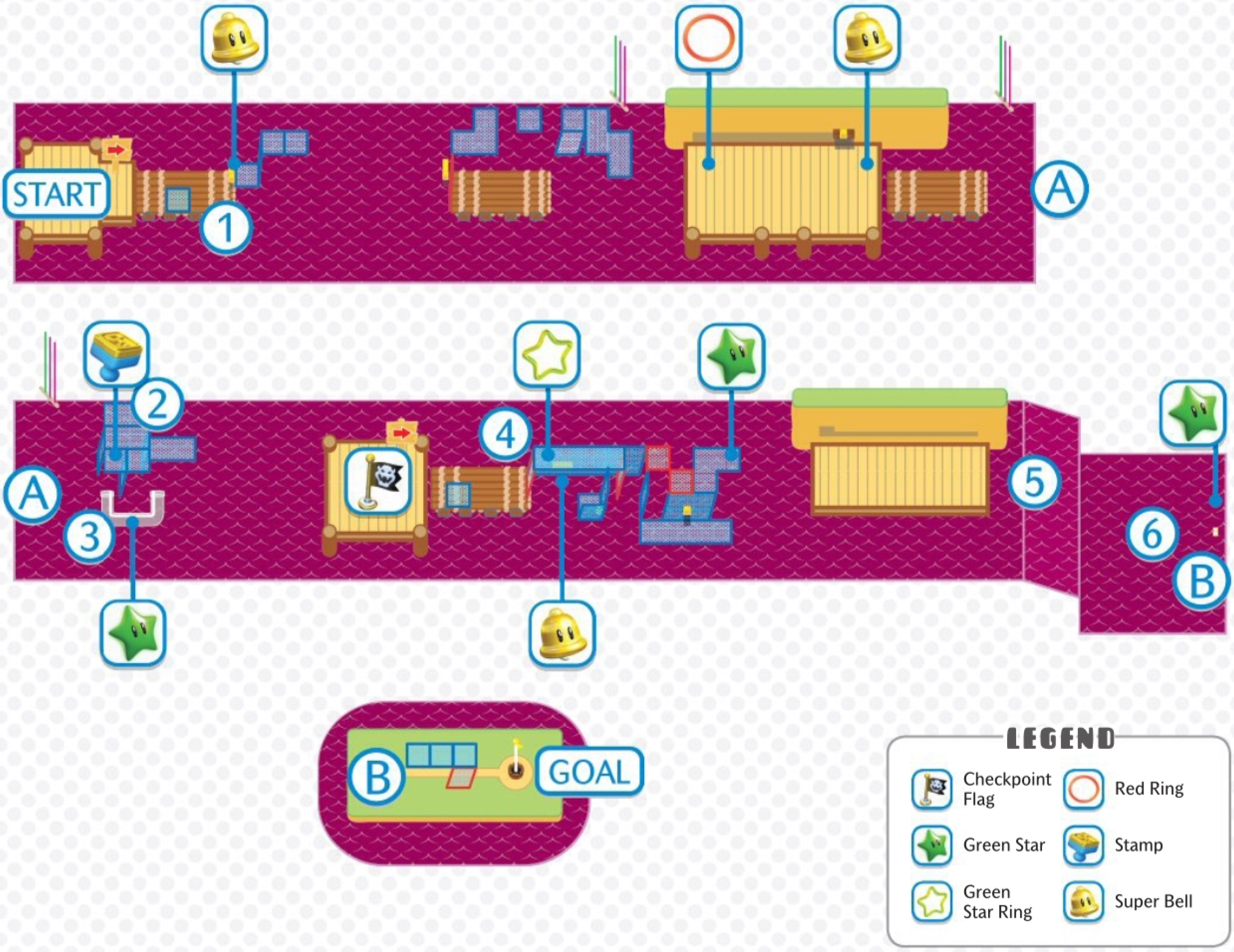


GREEN STAR #3

The last Green Star is found in a Mystery Box that appears only after you ring the gong at the end of the last corridor. You have to ignore the Warp Box that you see at first, as the gong is farther down the corridor. You're warped to a small room with a Spike. Defeat him for the Green Star.

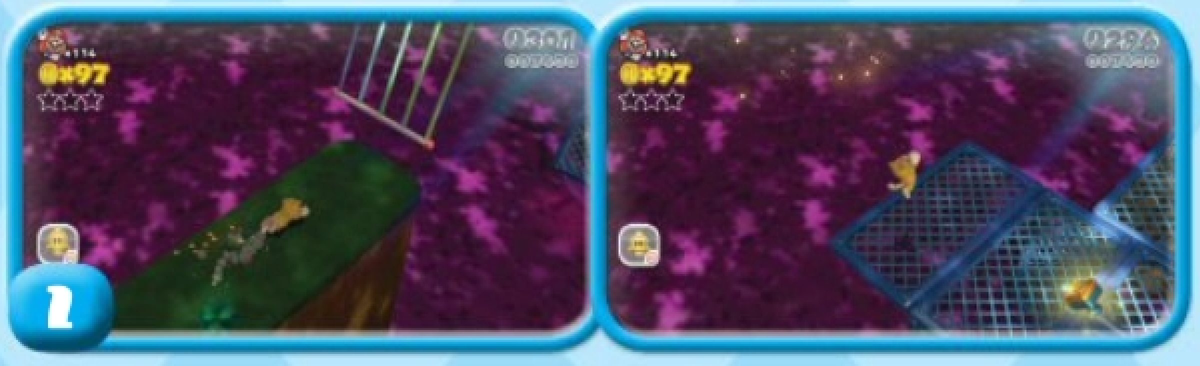


WORLD 6-4:
Deep Jungle Drift


START
1
A
A
2
3
4
5
6
B
B
GOAL
LEGEND
Checkpoint Flag
Red Ring
Green Star
Stamp
Green Star Ring
Super Bell

Outside of climbable fences, your only protection from the Poison Bog is a set of wooden rafts. Try to stay high above the hazard. The Cat Power-Up is great in this level.

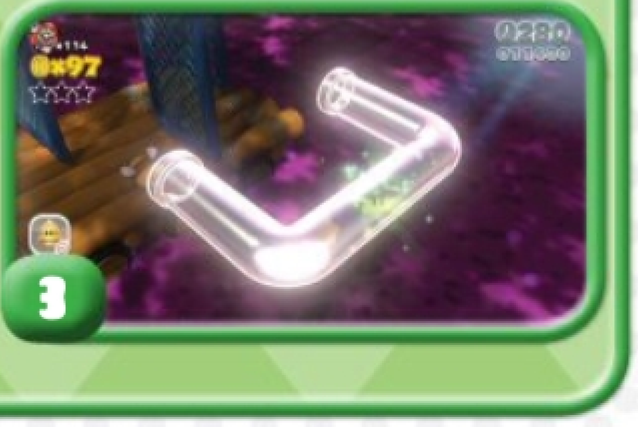
STAMP



It pays to stay up high. A tall wall next to a Piranha Creeper is guarded by Fire Piranha Plants. If you jump from this wall, you can reach a trapeze that takes you to the platform with the Stamp.

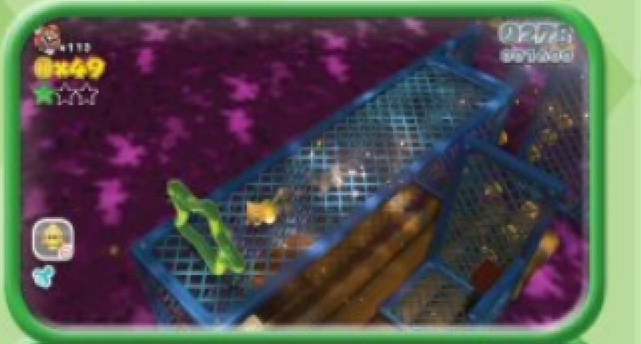
GREEN STAR #1

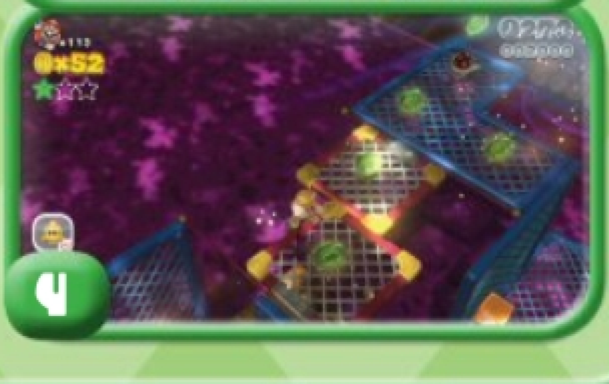
Below the Stamp is a Clear Pipe containing the first Green Star. You'll have to time passing through the pipe so that you don't end up in the Poison Bog.

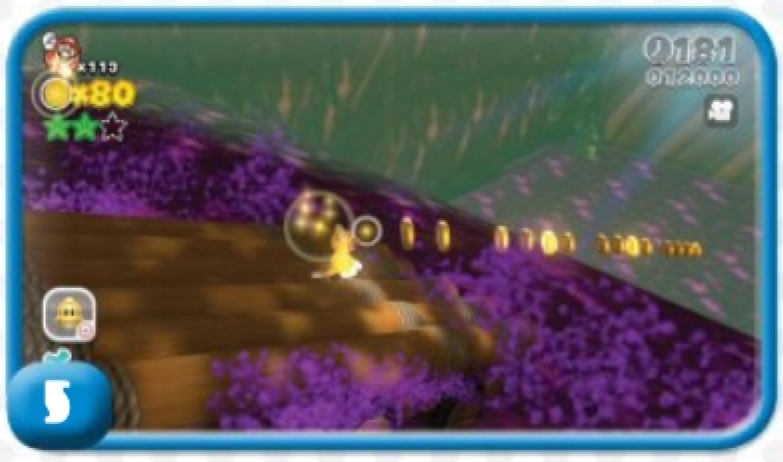


GREEN STAR #2

Not far from the Checkpoint Flag is another series of fences that can be climbed. At the top is a Green Star Ring that can lead to securing the second Green Star. Snagging all of the Green Coins can be tricky, as a couple are on small moving platforms.



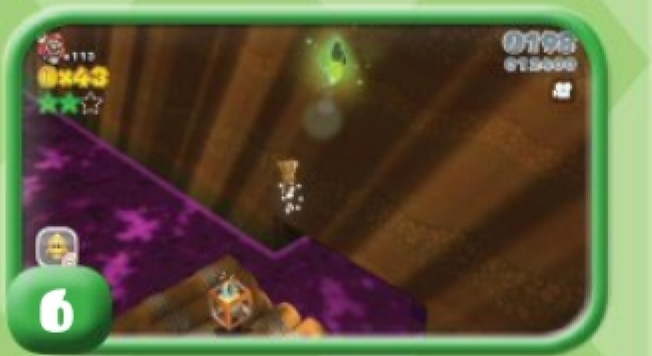




It helps to turn the camera enough to center yourself on a raft just before you travel down this slope to ensure that you collect all the Coins.

GREEN STAR #3

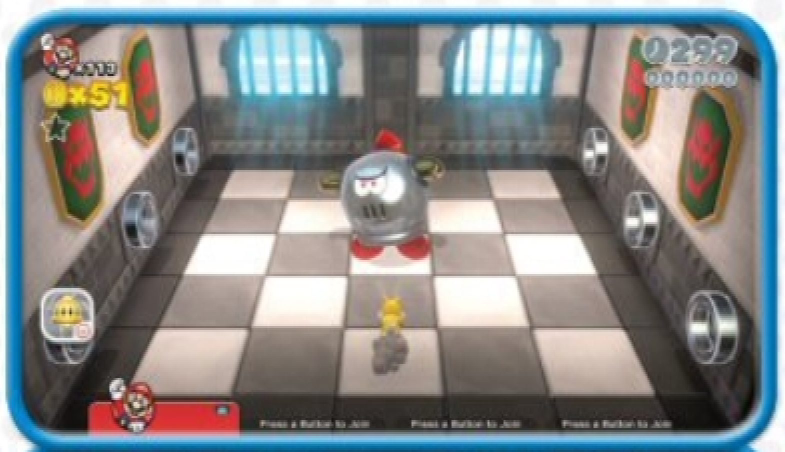
The raft heads straight toward a Warp Box. Don't forget to climb up the wall behind it to reach the last Green Star. You must have a Cat Power-Up in order to reach this star!

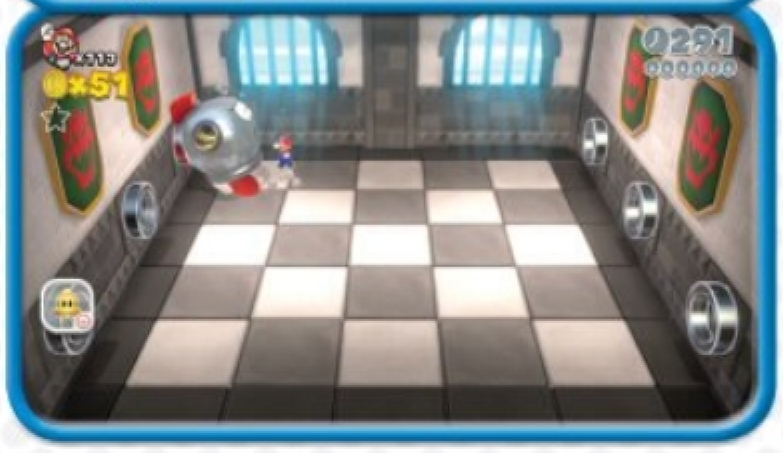


NOTE

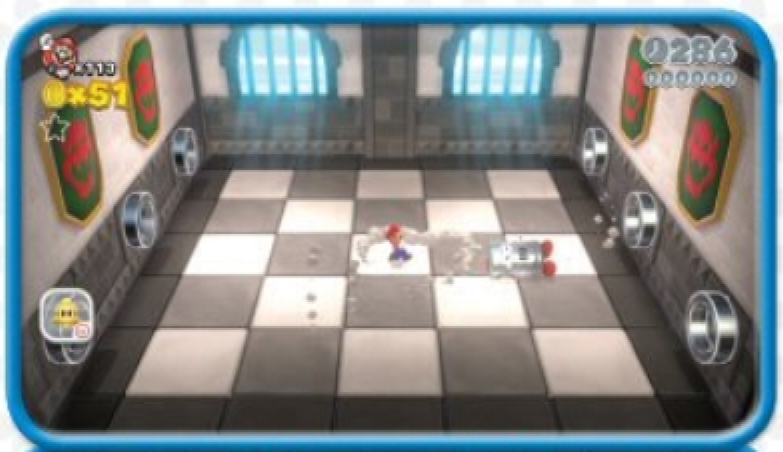
Beating 6-3 or 6-4 will unlock 6-A on the world map.

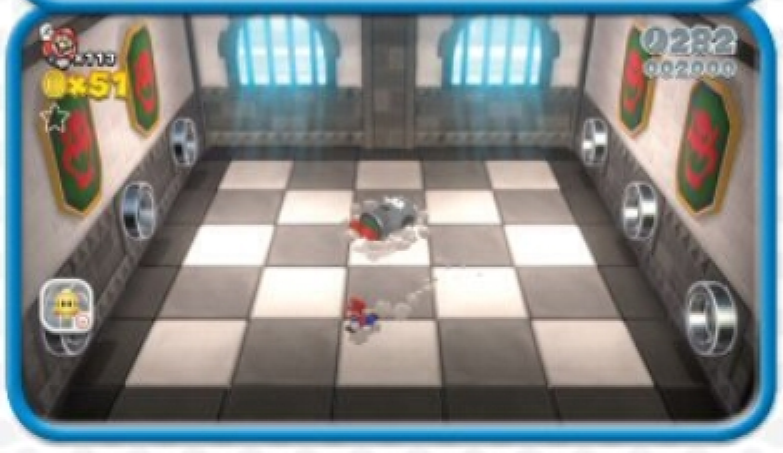
WORLD 6-A:
Prince Bully Blockade





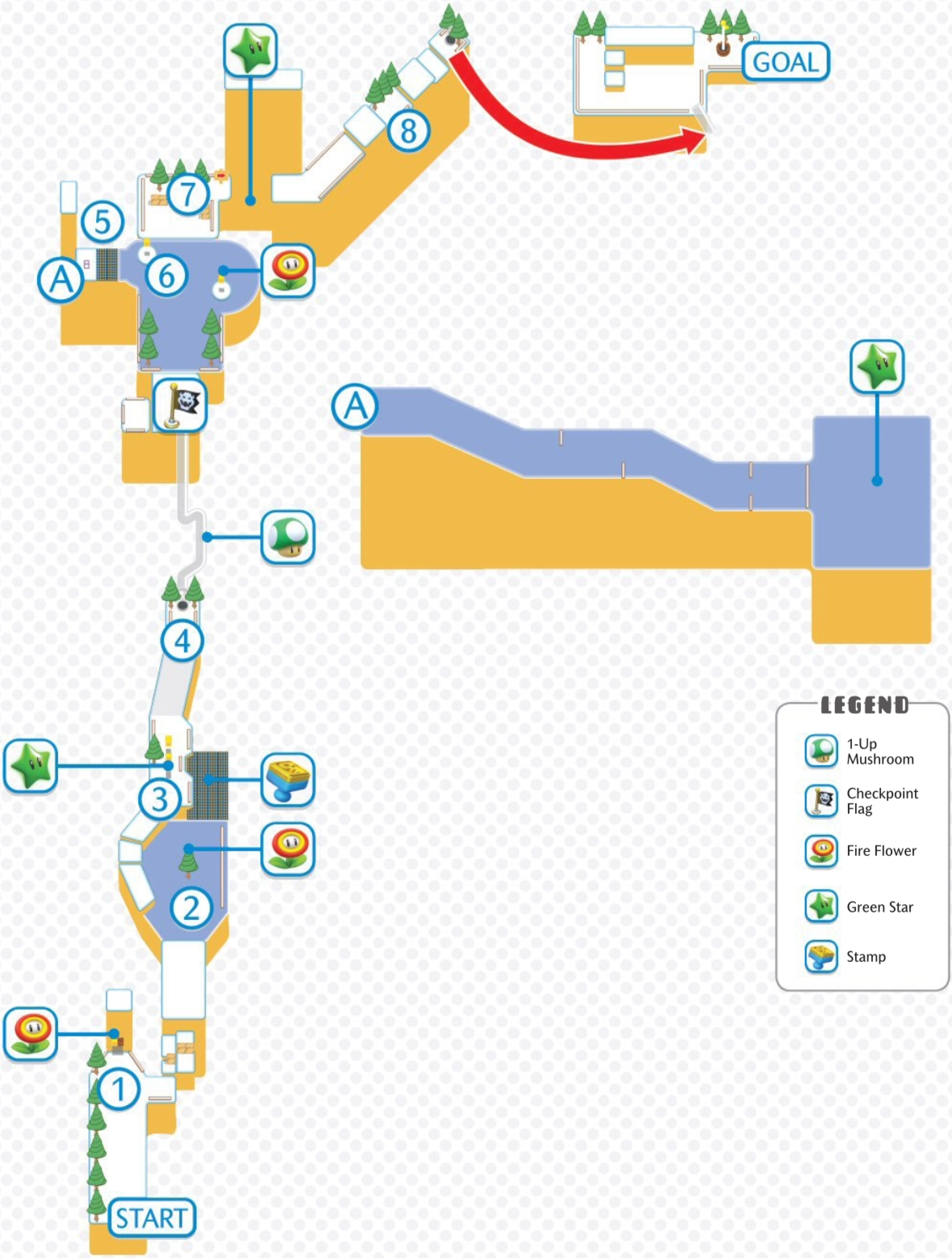
Prince Bully is a silver-clad leader of all Bullies, and unlike those guys, you don't have an easy way to knock him off a ledge. What you must do is force him into one of the nearby Clear Pipes. He can do more than just ram you; Prince Bully can also spit fireballs at you!



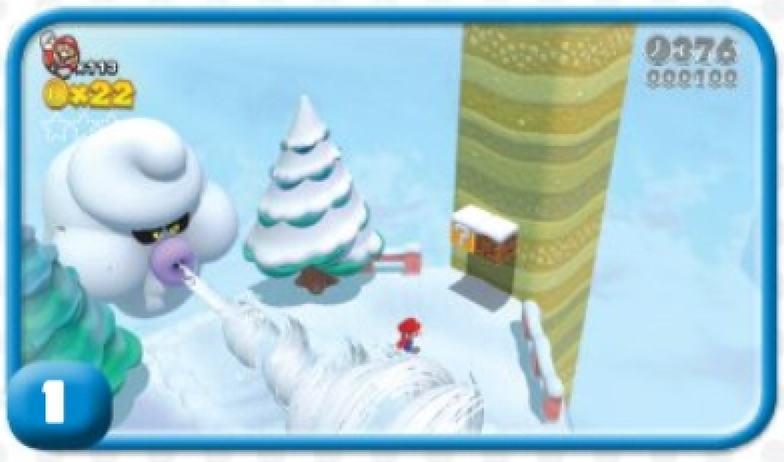


After you have shoved Prince Bully into a pipe, he pops out on the other side of the room, tightly compacted. Stomp on him then to score a hit! He'll bounce around the room before recovering. He can take only three hits before he's defeated, and he gives up a Green Star for your trouble.

WORLD 6-5:
Ty-Foo Flurries


GOAL
8
7
5
A
6
A
4
3
2
1
START
LEGEND
1-Up Mushroom
Checkpoint Flag
Fire Flower
Green Star
Stamp

Ty-Foos blast powerful gusts of wind across any terrain they are looking at. This can be problematic, as they tend to be positioned just right to send you flying off a cliff. Time your dashes past them carefully!



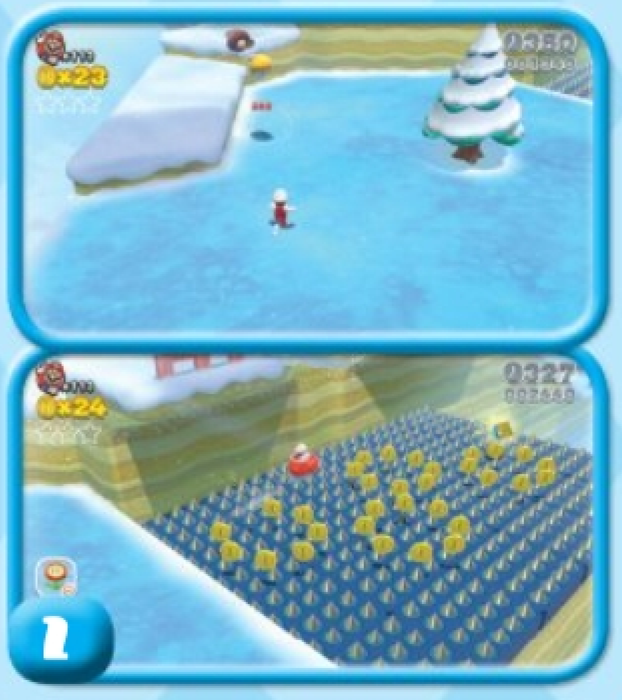
NOTE

Touch Those Ty-Foos!

Using the GamePad touch screen, it's possible to interrupt a Ty-Foo's wind breath by tapping on them.

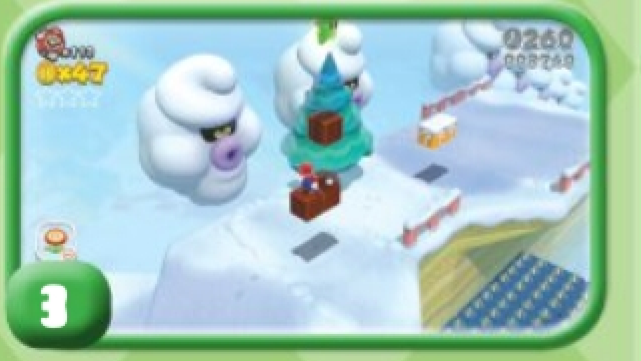
STAMP

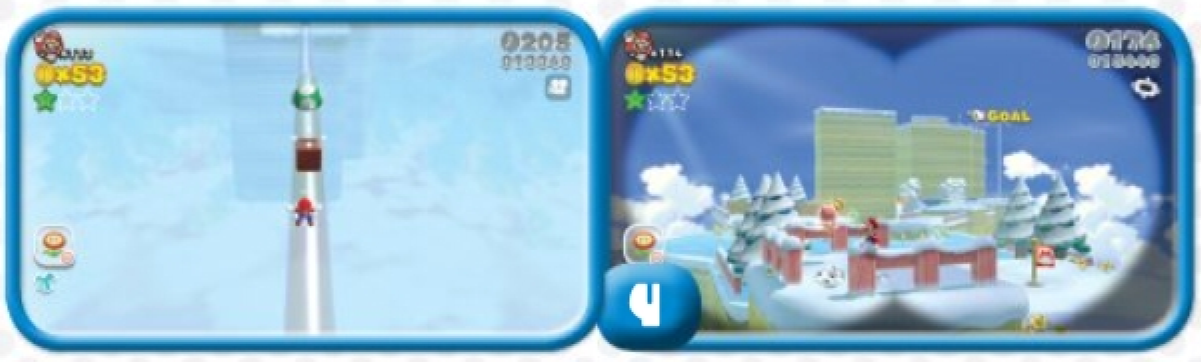
You encounter a Goomba using a ice skate on a small ice lake. Take the ice skate from it, then use it to cross a nearby mass of spikes to reach the Stamp.



GREEN STAR #1

On a cliff overlooking the spikes where the Stamp was found, you can reach the first Green Star by using the ? Blocks as platforms. Be careful that the Ty-Foo doesn't blow you into the spikes or off the whole level!

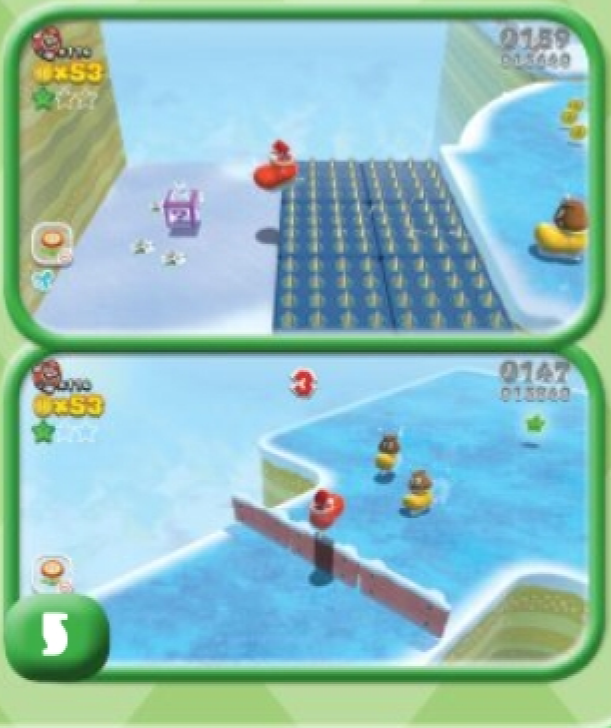


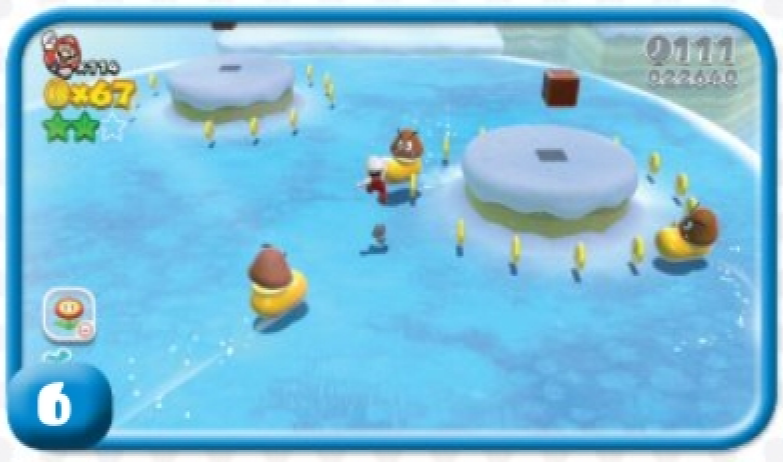


At the bottom of the slide guarded by many Ty-Foos is a Clear Pipe leading to the next area. You can take the pipe, but if you run across it and ground pound occasionally, you can find an invisible ? Block containing a 1-Up. The Checkpoint Flag on the other side sits next to a raised ledge where a Sprixie gives you a good look at the rest of the level. You can see an ice lake close by with many Goombas in ice skates.

GREEN STAR #2

You can take a skate from a Goomba and use it to cross a nearby spike trap to reach a Mystery Box. Once inside the bonus area, you'll have 10 game seconds to use a ice skate to evade obstacles and enemies on the way down an icy slope to retrieve the Green Star.

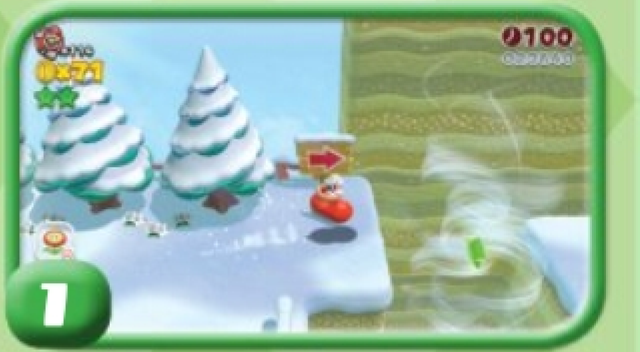




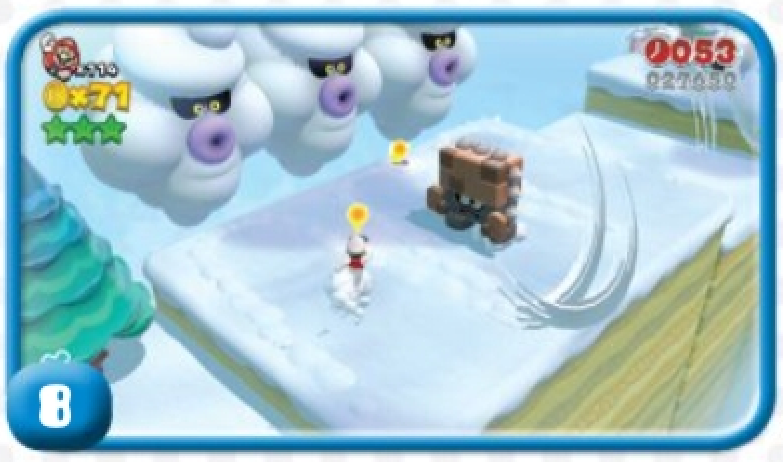
Once you return from the bonus room, get another skate from the Goombas and proceed to the north.

GREEN STAR #3

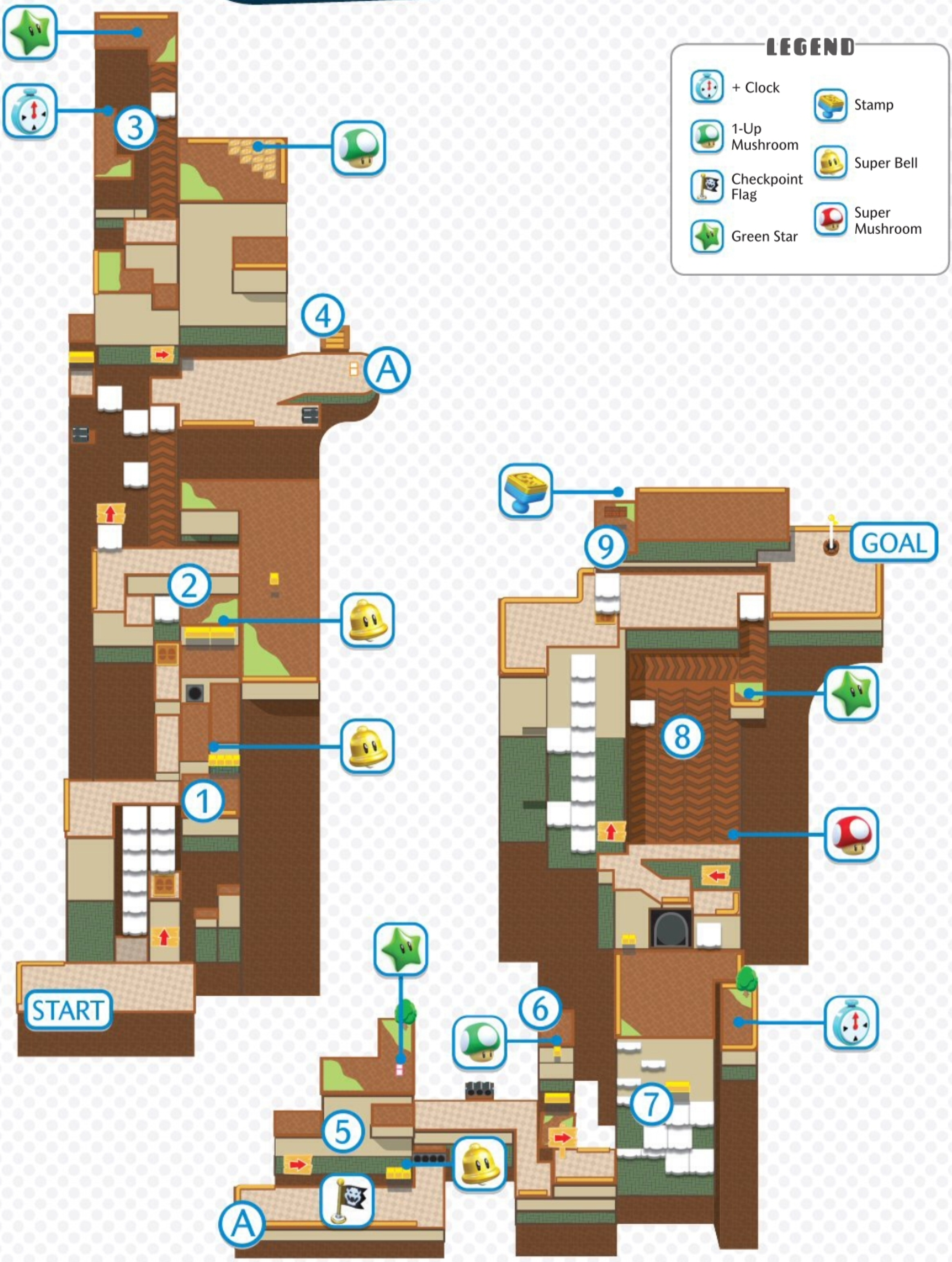
The last Green Star is suspended over a bottomless pit, and occasional gusts of wind push you away from the star. You must time it so that you drop onto the star and then are pushed to safety by a wind gust. This is relatively easier with a ice skate.

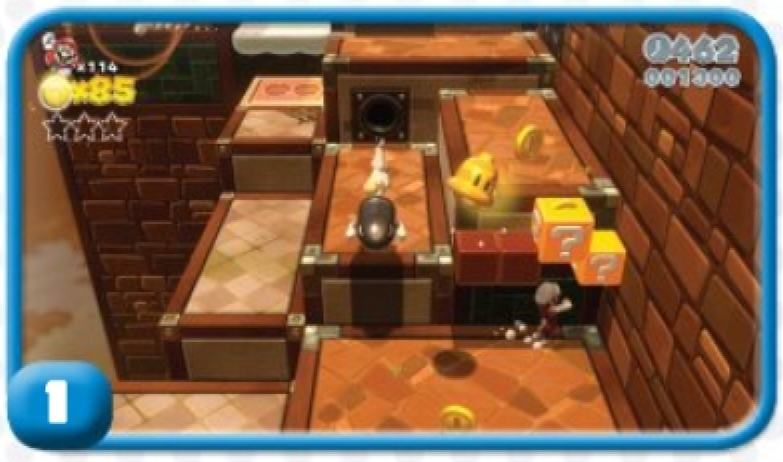


The last run to the Goal Pole zone is fraught with danger, as Ty-Foos try their best to send you flying off course. Watch your timing to avoid them and the Walleyes on the path.



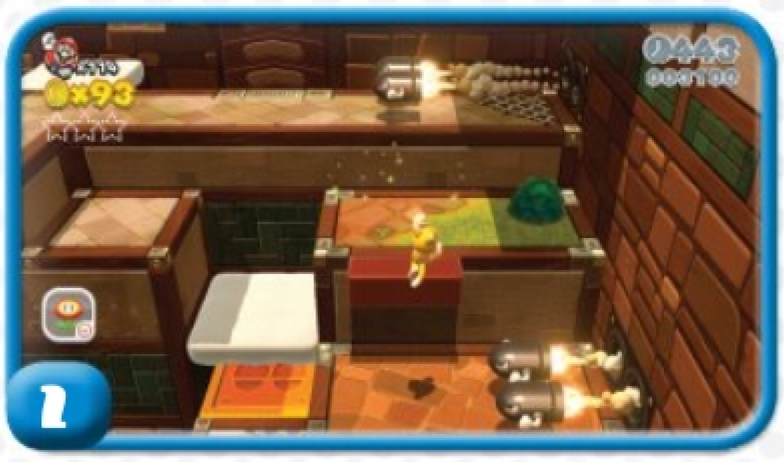
WORLD 6-6:
Bullet Bill Base


LEGEND
+ Clock
1-Up Mushroom
Checkpoint Flag
Green Star
Stamp
Super Bell
Super Mushroom
START
1
2
3
4
A
5
A
6
7
8
9
GOAL



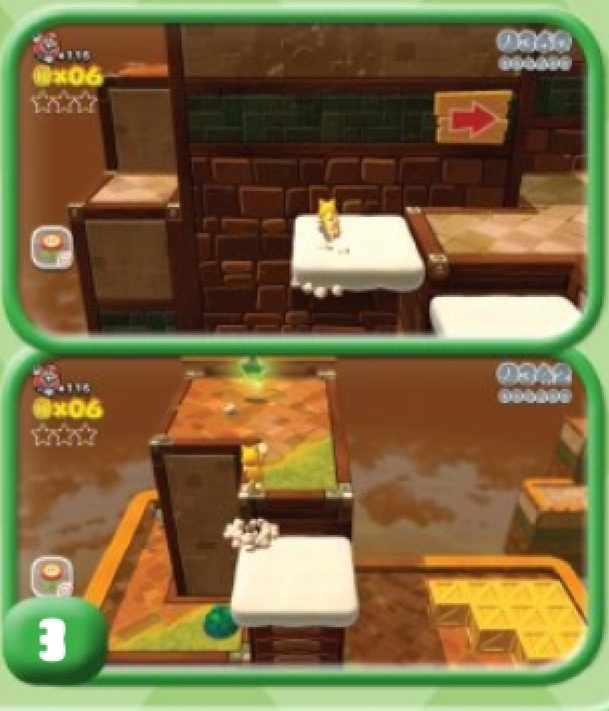
The vertical nature of this level makes it a great place to use the Cat Power-Up. You get one pretty early on, and you definitely need it to find all of the collectibles.

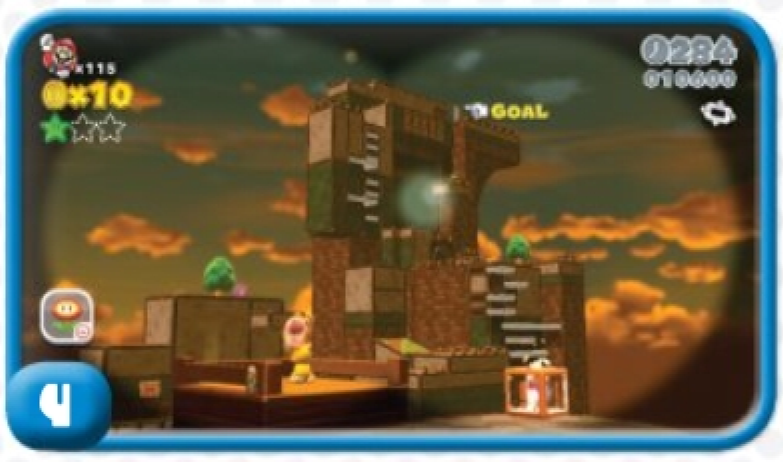
The major obstacle throughout this level are Bullet Bills. Expect many of these enemies to come from the many Bill Blasters positioned all over the level.



GREEN STAR #1

Using either the Cat Power-Up to scale walls or conveyor belts, or the various cloud platforms, climb your way up the first section of the level, favoring the left side of the terrain. At the highest point of this starting section is the first Green Star.

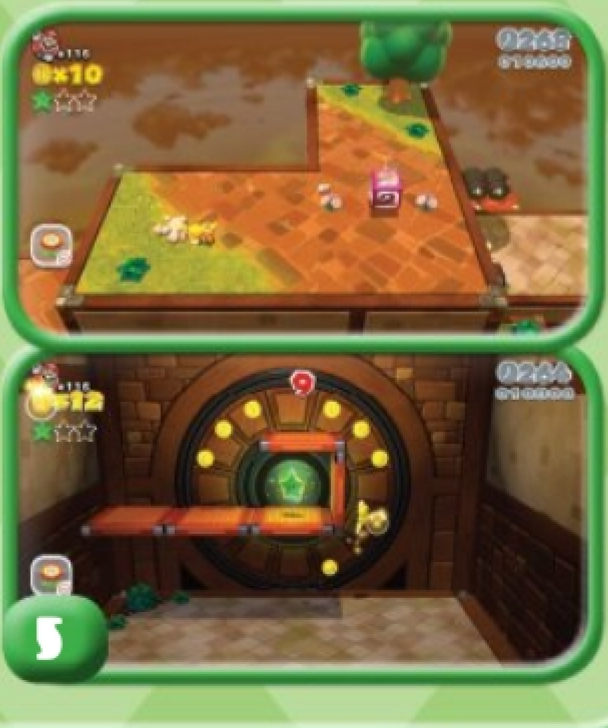


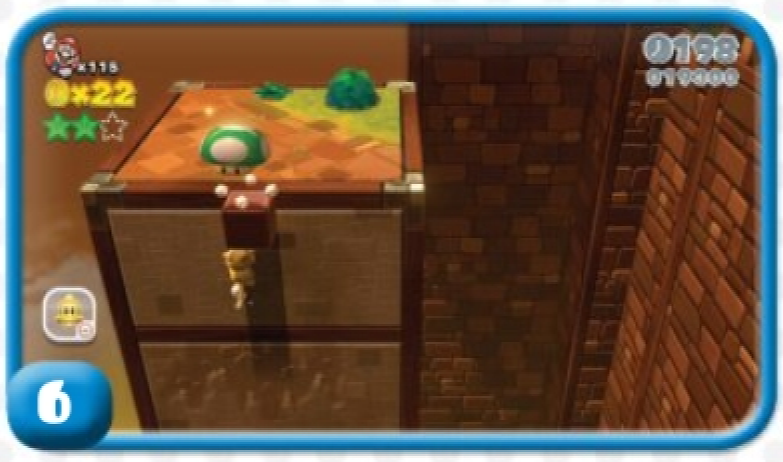


You can survey the rest of the level thanks to a Sprixie near the Warp Box.

GREEN STAR #2

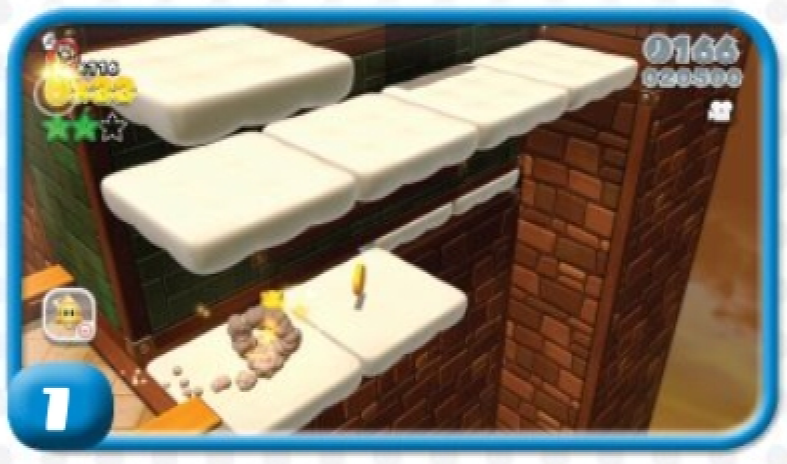
On the raised platforms next to the Checkpoint Flag, you can find a Mystery Box. In this bonus room, you have 10 game seconds to follow a circular conveyor belt on the wall to reach the second Green Star.





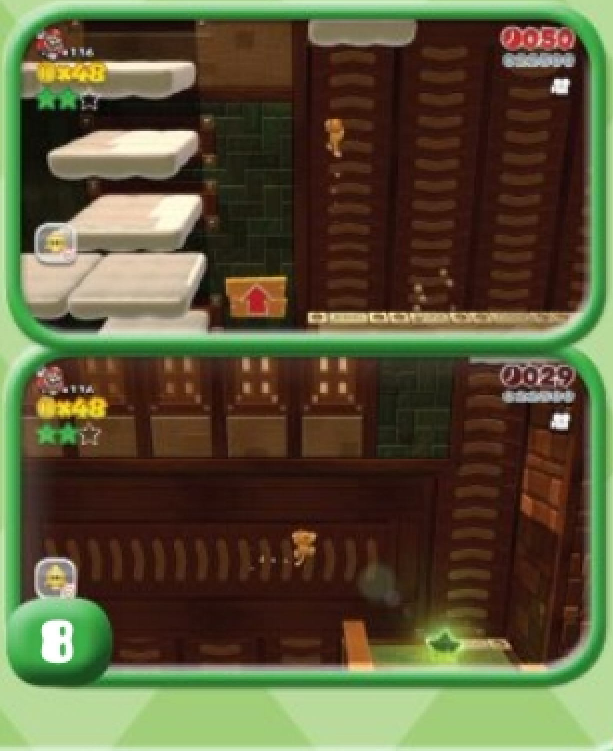
A hidden ? Block contains a 1-Up on this wall. It can be accessed only by climbing into the ? Block with the Cat Power-Up.

Don't be hasty when climbing up these cloud platforms. Some retract into the wall, while others extend. Take a moment to make sure that you're safe and know where to go before you start your climb.



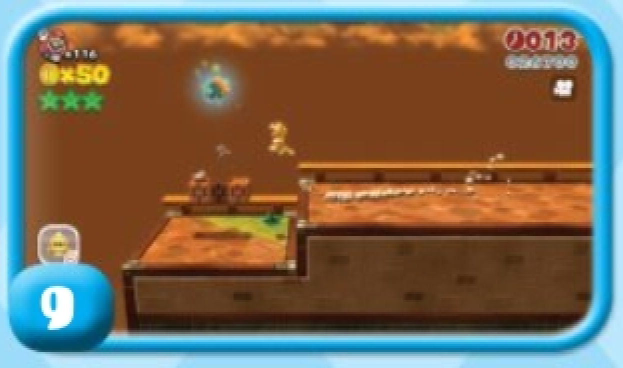
GREEN STAR #3

When you see this row of vertical conveyor belts, use the Cat Power-Up to climb up the one on the far left. Then, transition to the one that it feeds to, a belt traveling to the right. This takes you right to the Green Star. Alternatively, you can drop right onto it from the ledges above.

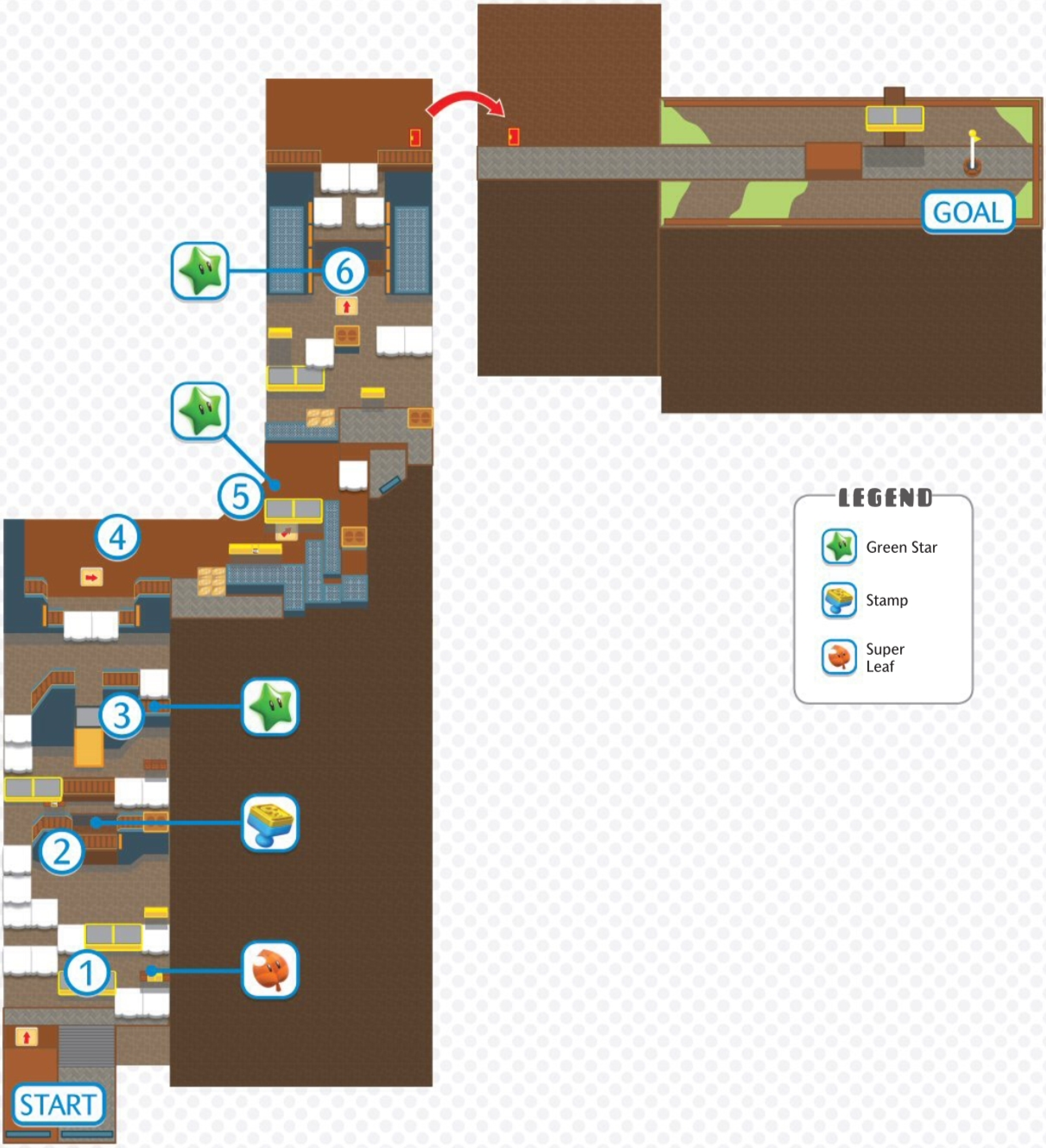


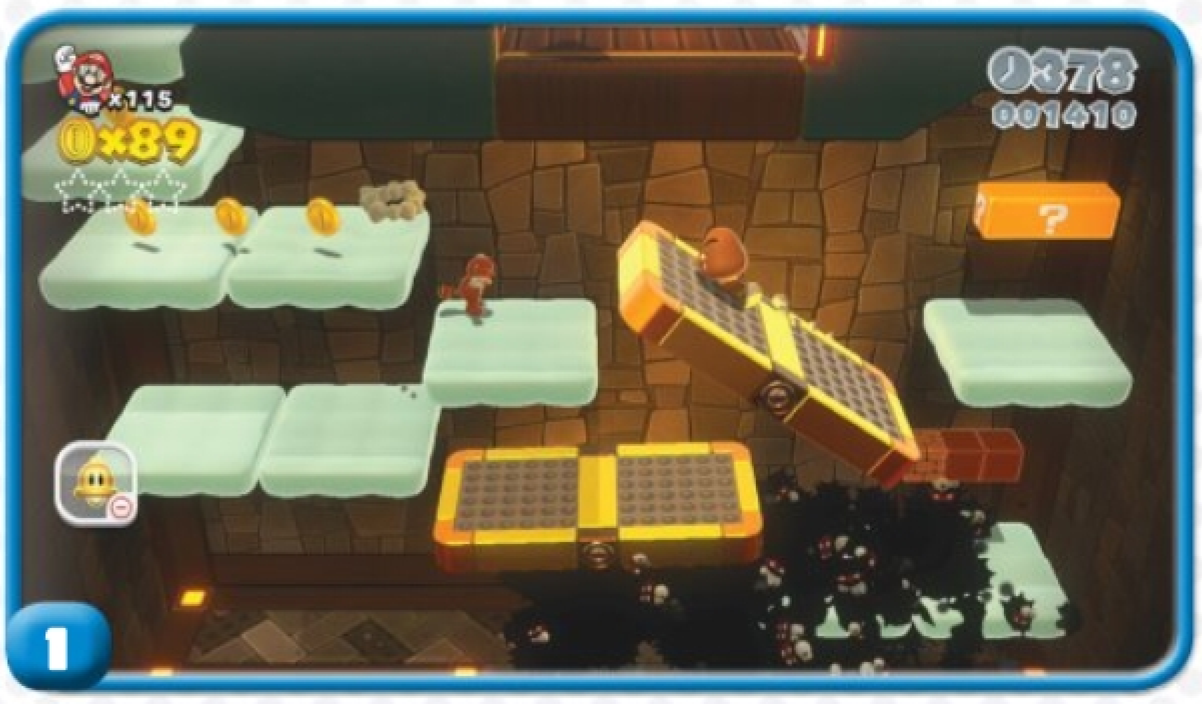
STAMP

The platform that is meant to assist you in reaching the top of the Goal Pole has the Stamp hovering off to the far left.



WORLD 6-1: Fuzzy Time Mine

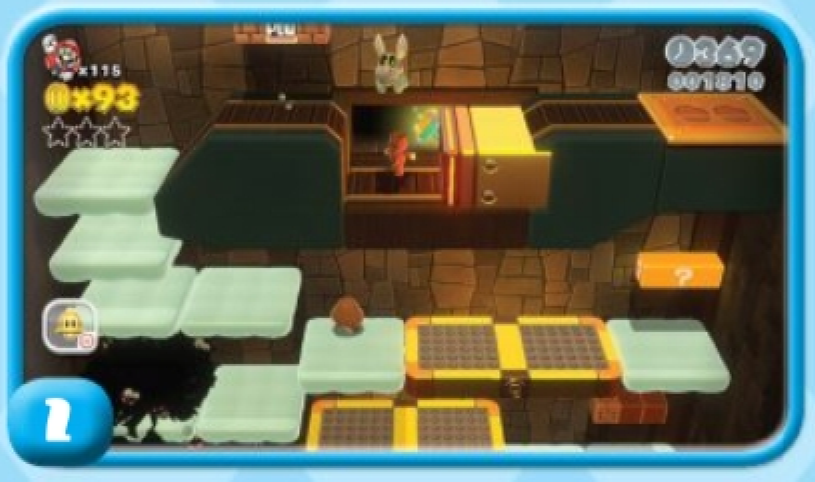

GOAL
6
5
4
3
2
1
START
LEGEND
Green Star
Stamp
Super Leaf


1

The time limit is not your main concern with this level; the oncoming flood of Fuzzies is. If you're going to make it through this and collect everything, you've got to move quick. The Cat Power-Up and Tanooki are both excellent choices to help make the tough jumps much easier.

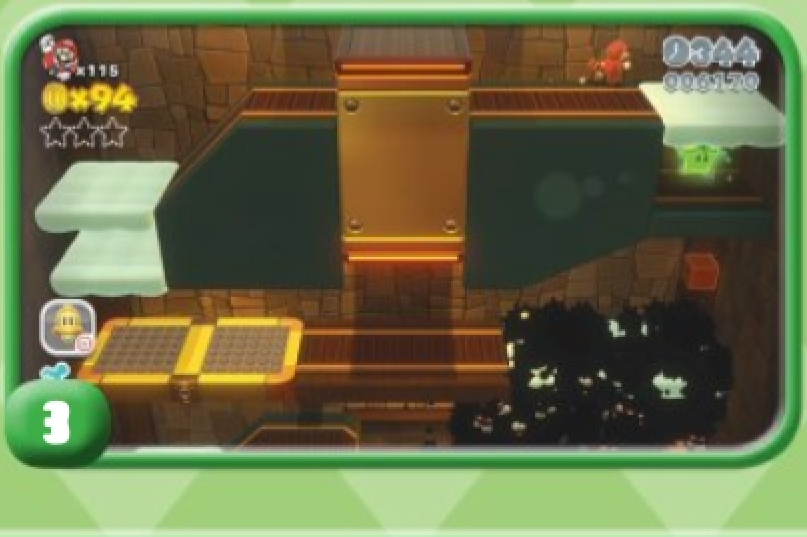
STAMP

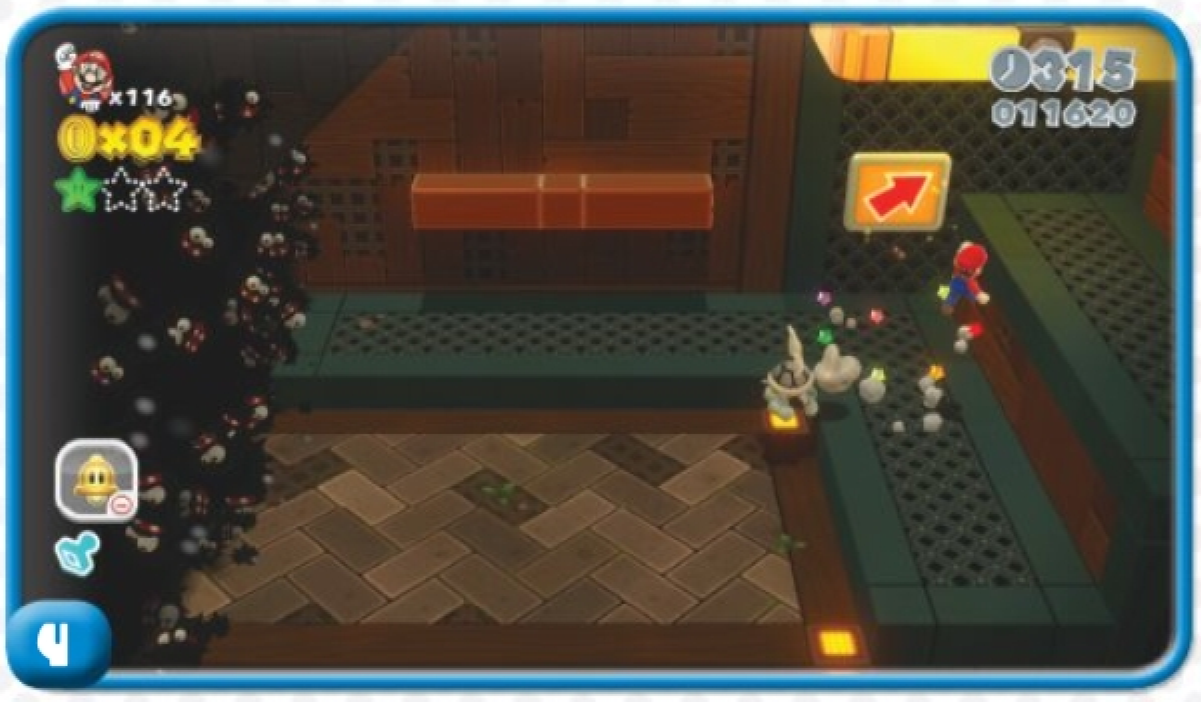
The Stamp comes right near the beginning. You have to wait for a block to move out of position to reveal it, while dodging the nearby Parabones.


2

GREEN STAR #1

The first Green Star is underneath a cloud platform, seemingly cut off from everything else. Use a ground pound to smash through the cloud and retrieve the star.

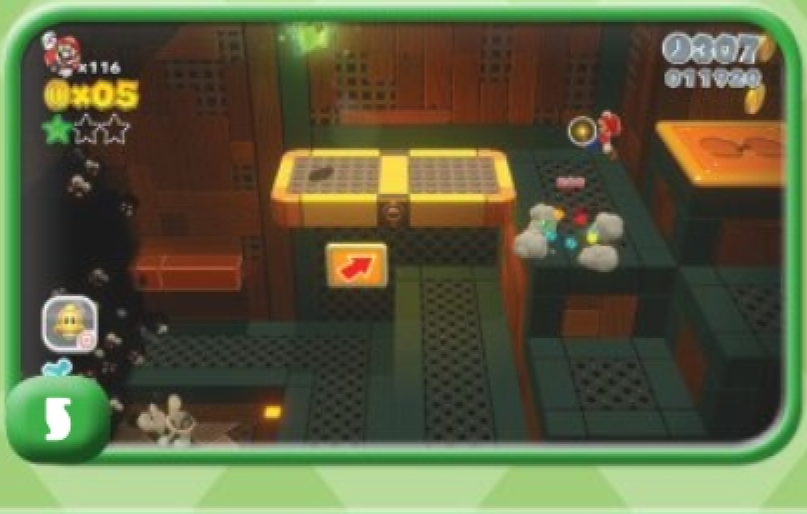

3


4

The level stats scrolling to the right here. Stay calm, try to avoid running into enemies as you stay ahead of the Fuzzies flood.

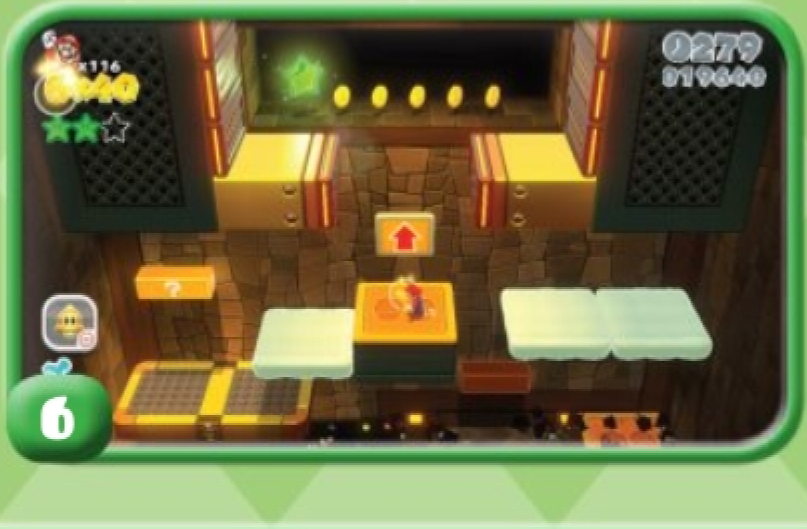
GREEN STAR #2

As the level starts to scroll upward again, you'll notice a see-saw platform with the second Green Star hovering over the side closest to the Fuzzies.


5

GREEN STAR #3

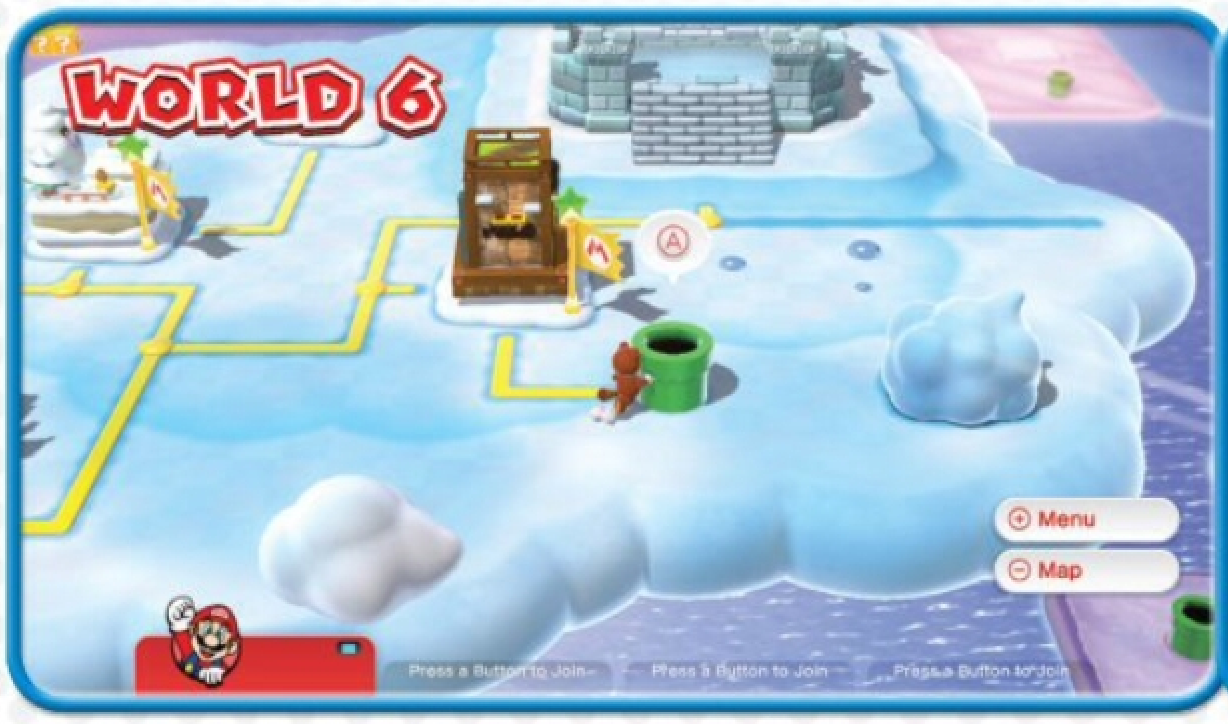
With the level now scrolling upward, you might catch an early glimpse of the last Green Star behind a set of platforms that slam shut. You need to use a Jump Panel to launch yourself into the star's alcove, then use the platforms to climb up and away from the Fuzzies. Mistime this, and you'll dragged off screen and lose a life. Fortunately, the door to the Goal Pole zone is really nearby.


6

NOTE

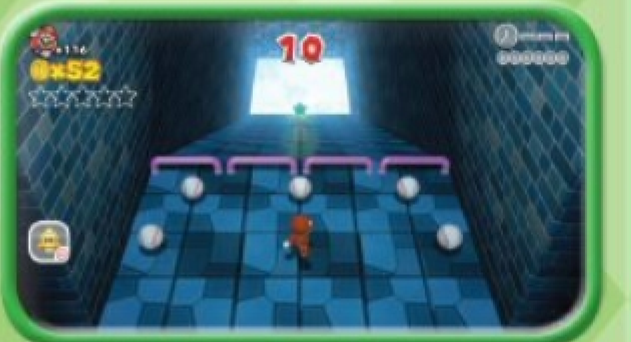
Beating 6-7 grants you access to the Mystery House of this world. Check the pipe next to 6-7!

WORLD 6: Mystery House Throwdown



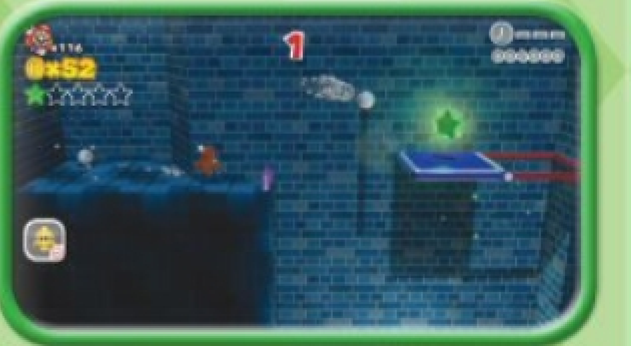
GREEN STAR #1

They call this the Mystery House Throwdown for a reason! To reach the Green Star in this room quickly, you can throw one of the baseballs down to it. A riskier plan is to throw yourself down do it, then jump back up the ramp. This is much easier with a Tanooki Power-Up.



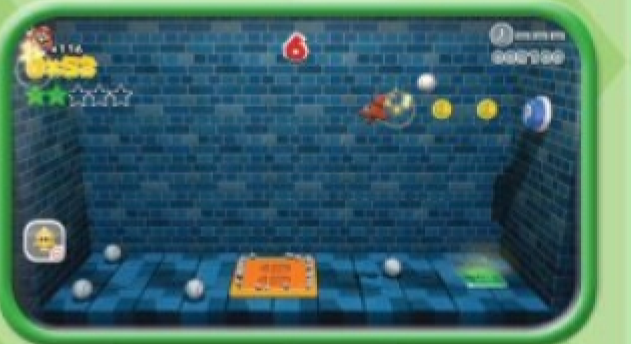
GREEN STAR #2

Jump once to flip the panel and star away from you, pick up a baseball, jump and throw it simultaneously at where the Green Star is going to be. When you throw the ball, make sure to jump at the same time. Again, you can try to jump for it yourself if you're using a Tanooki Power-Up.



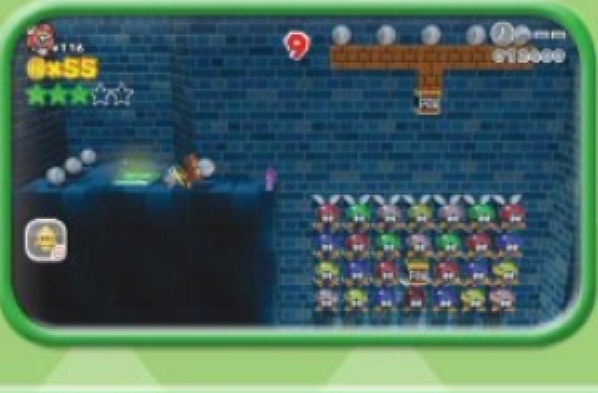
GREEN STAR #3

For this puzzle, use the Jump Panel to launch into the air, and then throw one of the baseballs into the P Switch on the wall. It helps to start off facing the switch on the Jump Panel as centered as possible.



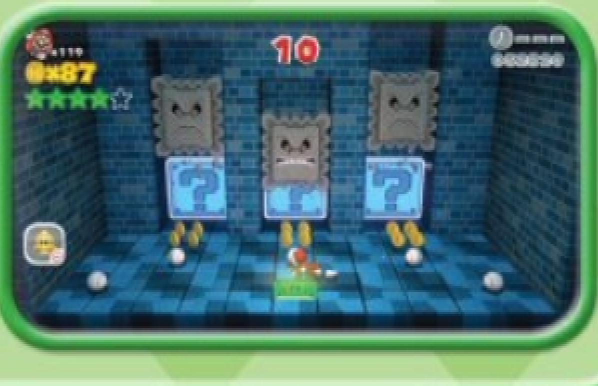
GREEN STAR #4

Your target here is to nail the hanging Red POW Block with a baseball. This will cause the others to cascade down to the crowd of Para-Biddybuds in the pit, wipe them out, and cause the Green Star to appear.

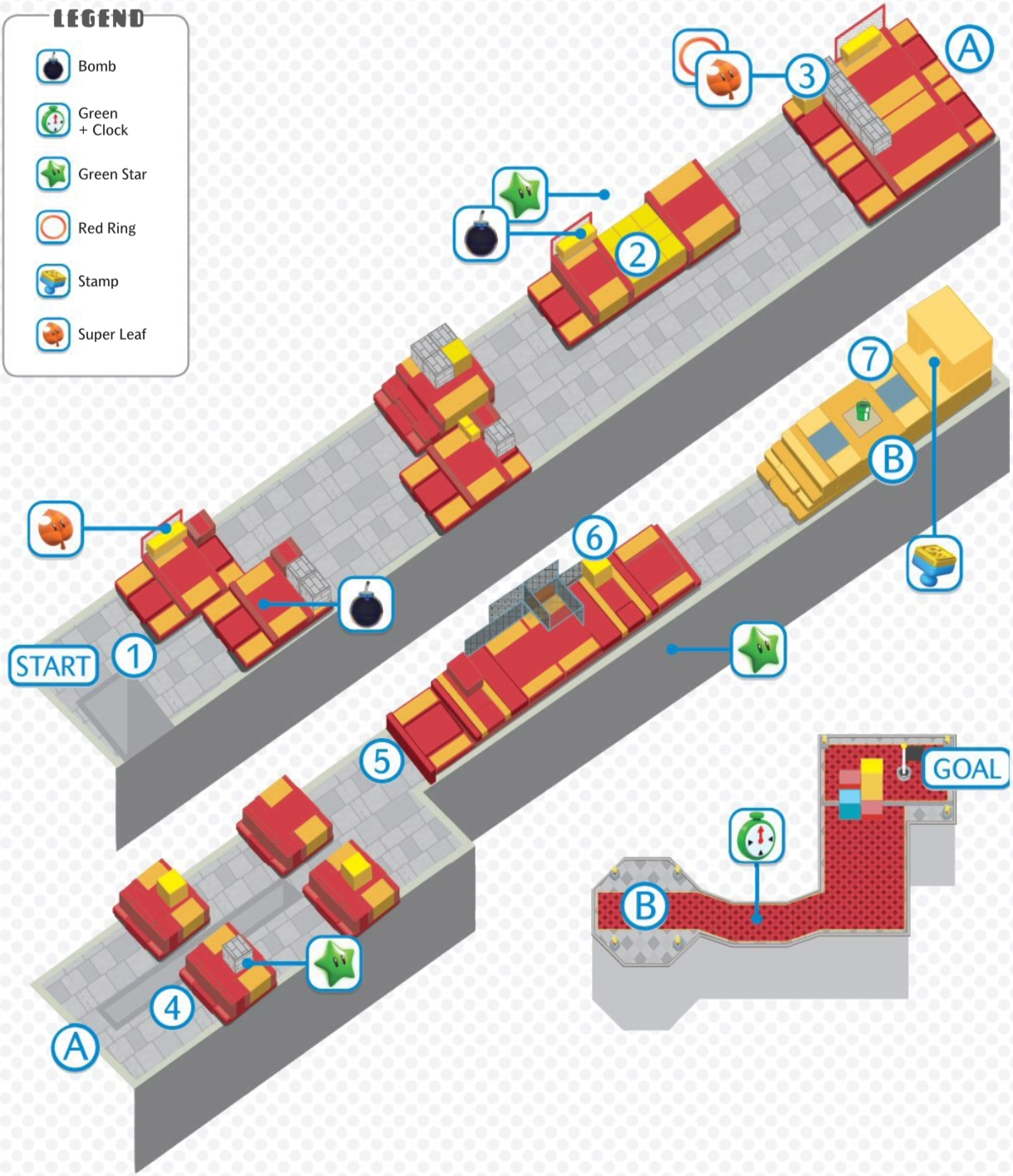


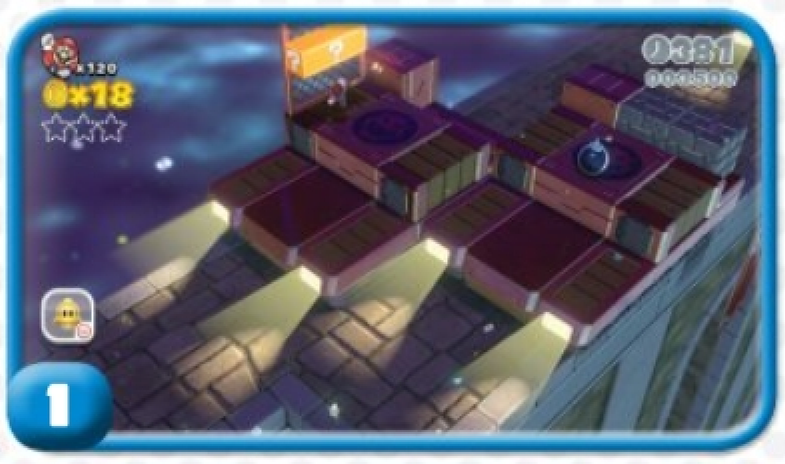
GREEN STAR #5

This last puzzle can be tricky. Three Thwomps crash down and block the huge Switch Panel on the wall that you need to throw baseballs into. You can pick up the baseballs with the GamePad touch screen, and throw them into the Switch Panels, or you can touch the panels with touch screen. Once all three ! Switches are lit up, the last Green Star appears and the level ends.



WORLD 6-CASTLE:
Bowser's Bob-omb Brigade


LEGEND
Bomb
Green + Clock
Green Star
Red Ring
Stamp
Super Leaf
START
1
2
3
A
A
4
5
6
7
B
B
GOAL

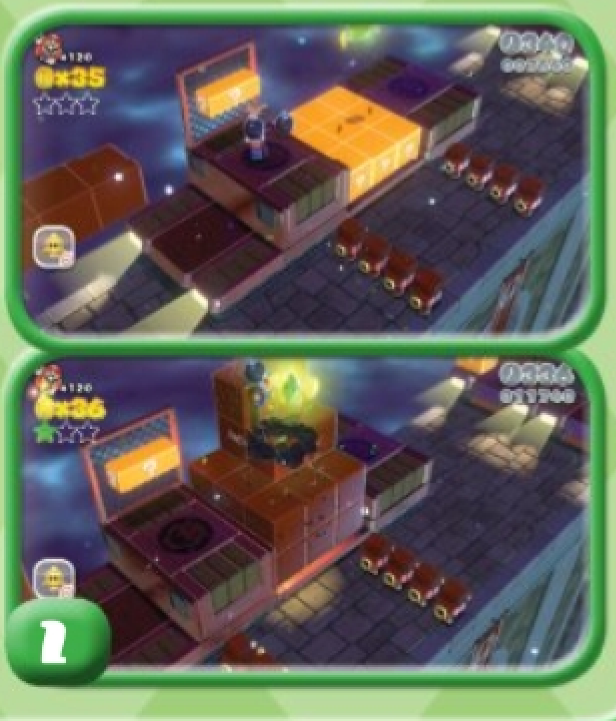


1

It's another tank assault by Bowser's troops! Avoid being too aggressive here—you don't want to run into the Blocksteppers or the Fire Bro that guard the first tanks.

GREEN STAR #1

Bombs play a big role in collecting items in this level. Throw a bomb from the ? Block close to the first Green Star onto the blocks on the ground to create steps. Use them to snag the star.



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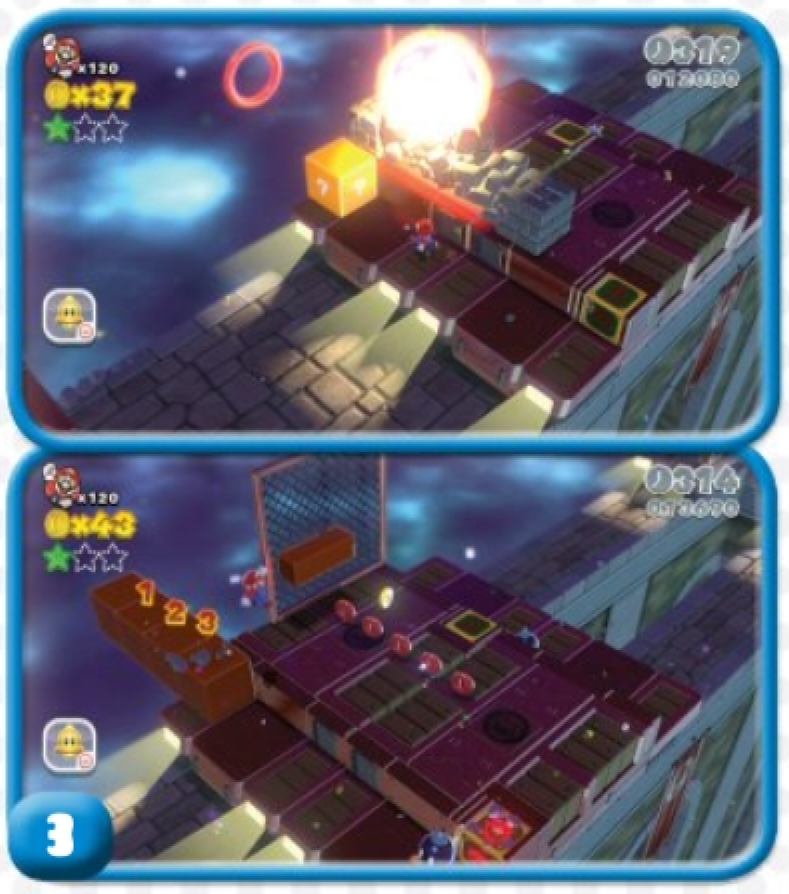
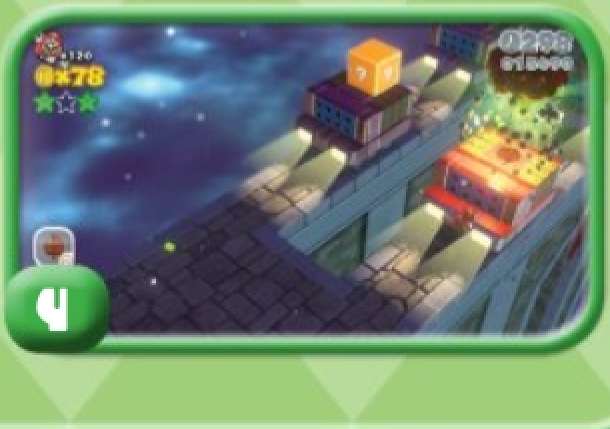


3

Bombs can destroy many of the blocks on this tank and extend a small bridge out to a Red Ring. Collecting the Red Coins that appear will award you a Super Leaf, which can serve you well for the rest of the level. Grab a bomb from the Baddie Box, as you'll need it on the next set of tanks!

GREEN STAR #2

It can be easy to miss this Green Star. Use a bomb from the previous tank to blast open the Rock Block to free the star. Watch out for the Fire Bro in the area!



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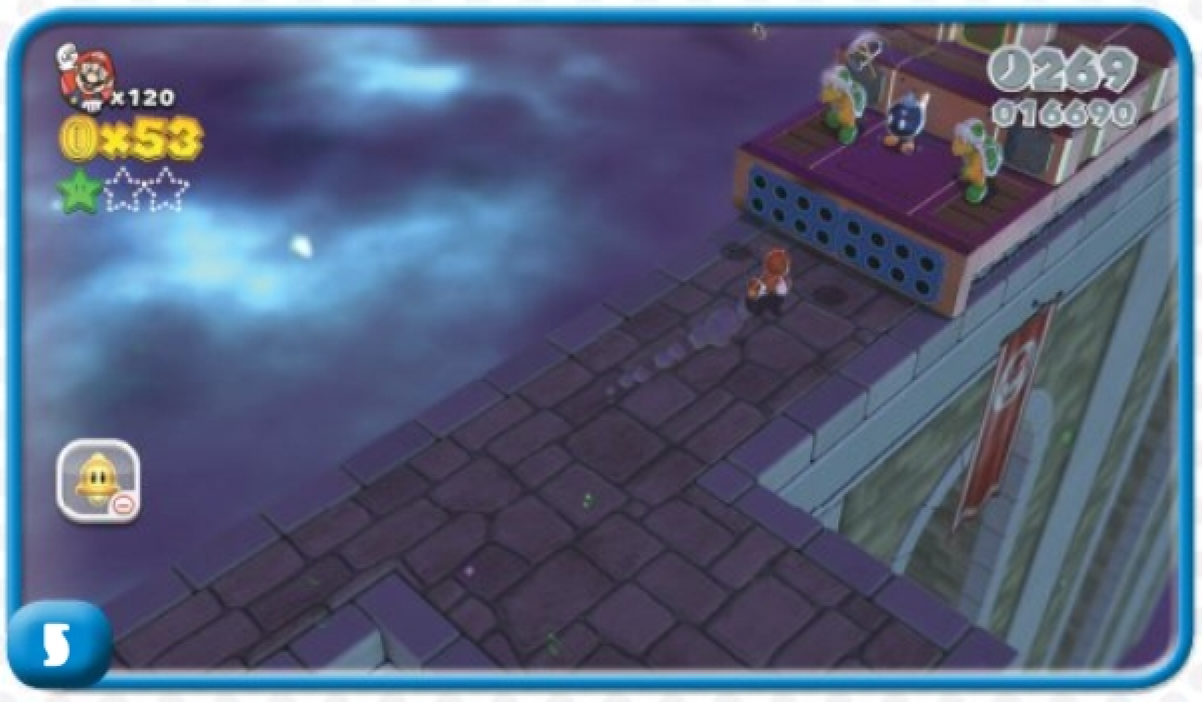
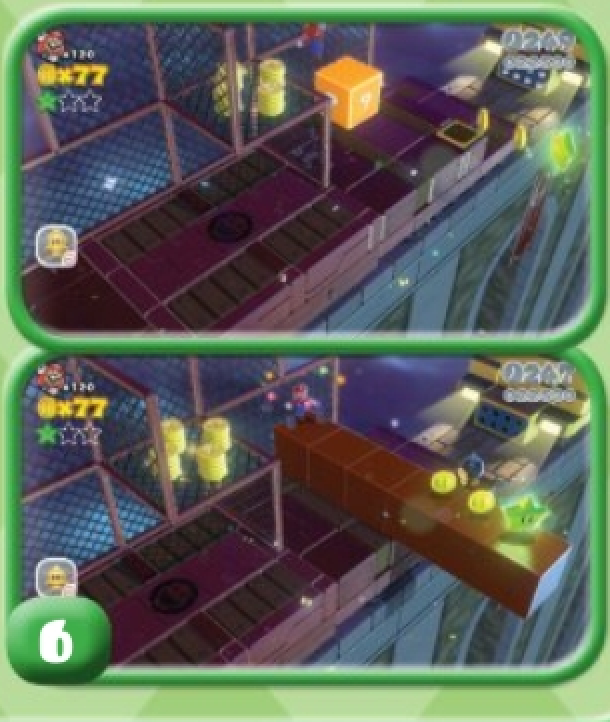


5

Two Hammer Bros. and a Bob-omb guard this next tank. If you have a Tanooki Power-Up, you can wipe them out in one tail swing.

GREEN STAR #3

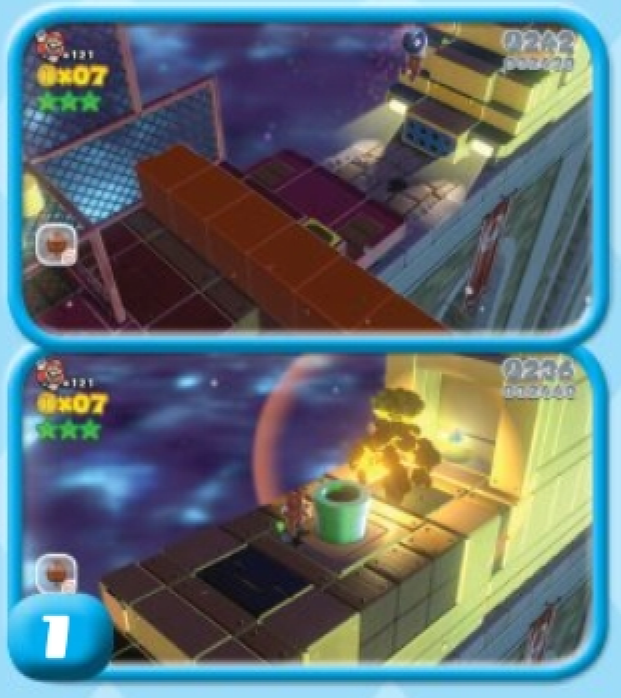
It's hard to miss this Green Star. Ground pound the Mega ? Block to make a bridge out to it.



6

STAMP

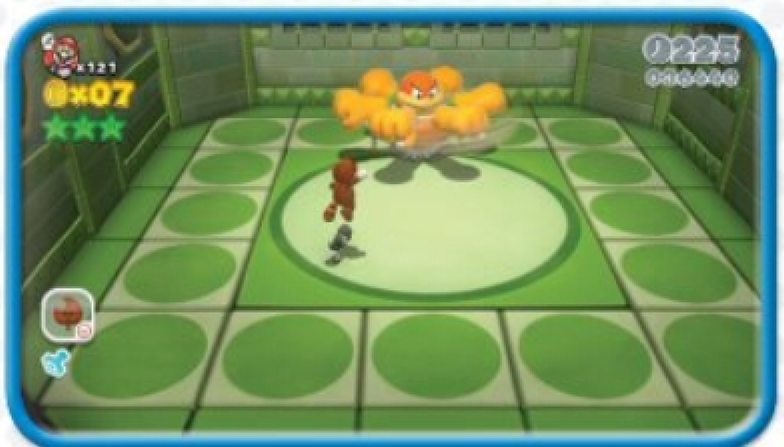
The Stamp is behind the pipe that leads to the boss battle, but you need to use a bomb to blast open the wall that's protecting it. Your last chance for a bomb comes from the tank where you picked up the third Green Star, and you have to move fast to make it before the bomb blows up in your hands.

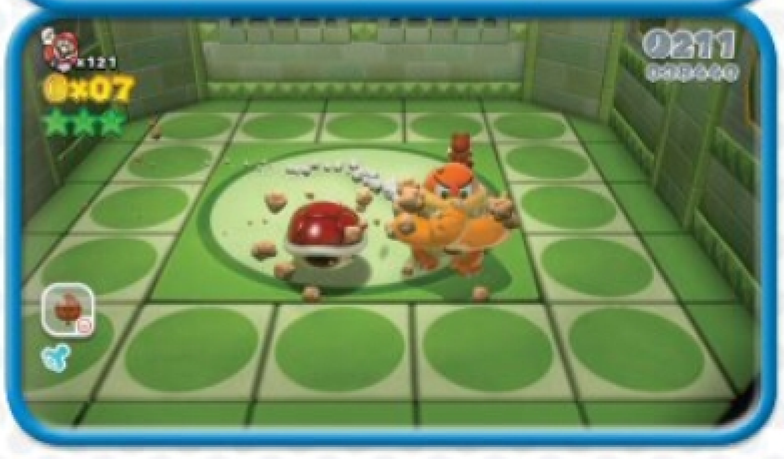


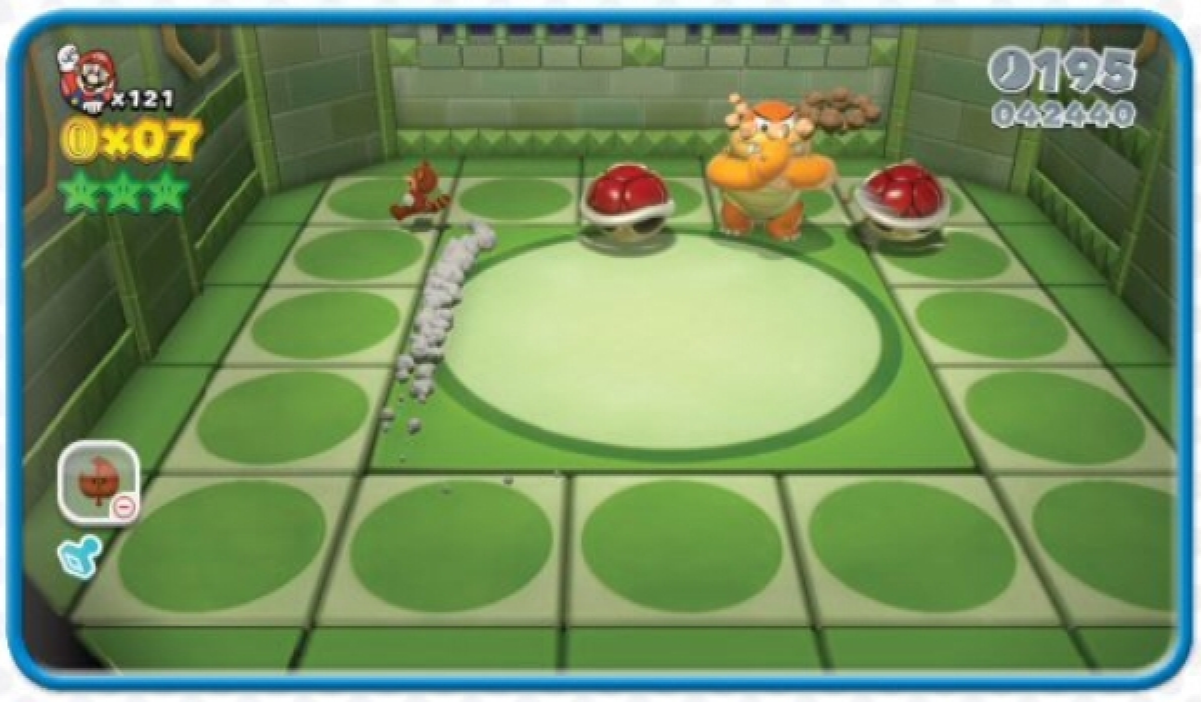
7

BOSS BATTLE:
Boom Boom Returns!

It still takes three good stomps to put Boom Boom out of commission, but he's learned something from your last encounter. He's a lot faster in his whirling attack and when bouncing around the room in his shell after a stomp. As he's ending his shell bounce attack, he'll momentarily split into two forms, leaving another shell to bounce around the room while he uses another whirling attack. Ignore the shell and attack him!



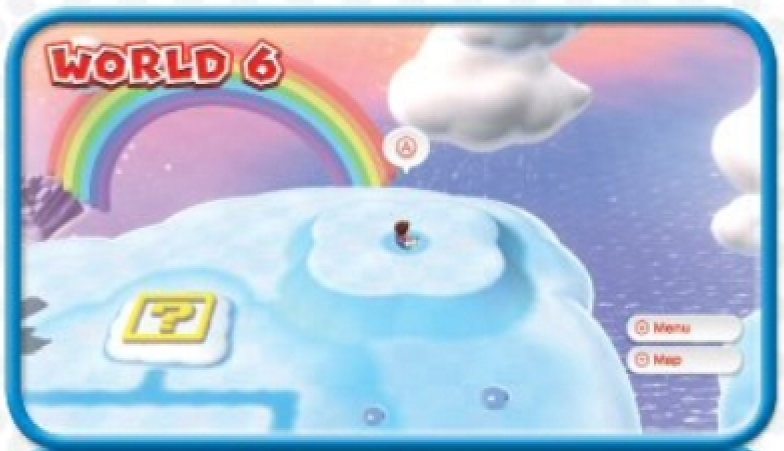


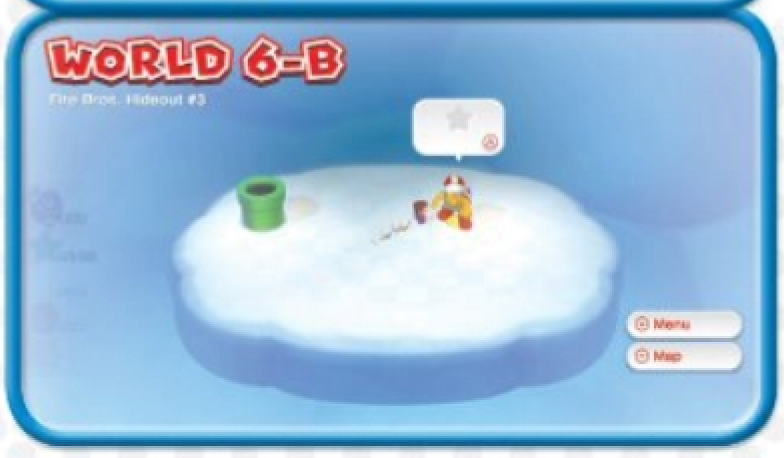


He eventually ramps this up by having two shells bouncing around the room while he spins at you, but at that point it takes only one more stomp to knock him out. With that baddie done for, the next Sprixie Princess is saved!

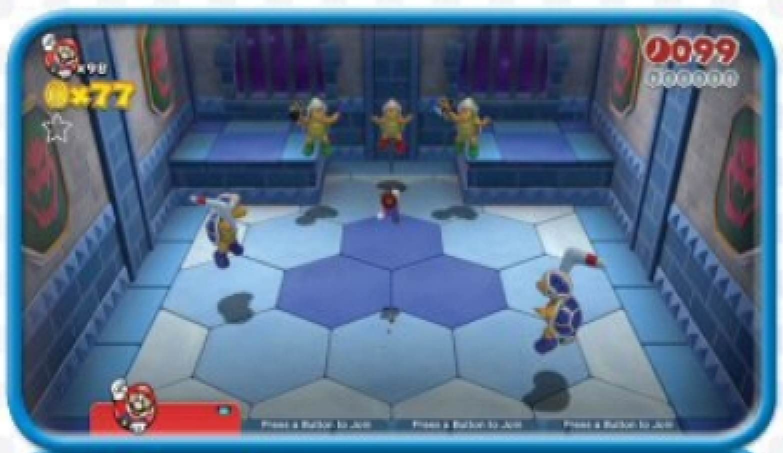
WORLD 6-B:
Fire Bros. Hideout #3

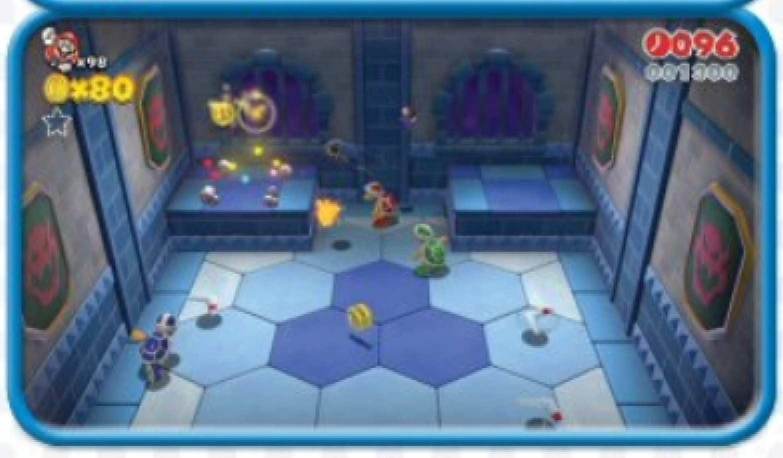
This level can be found as soon as you enter World 6. Look for the pictured patch of ground on the map to discover the pipe that leads to it.





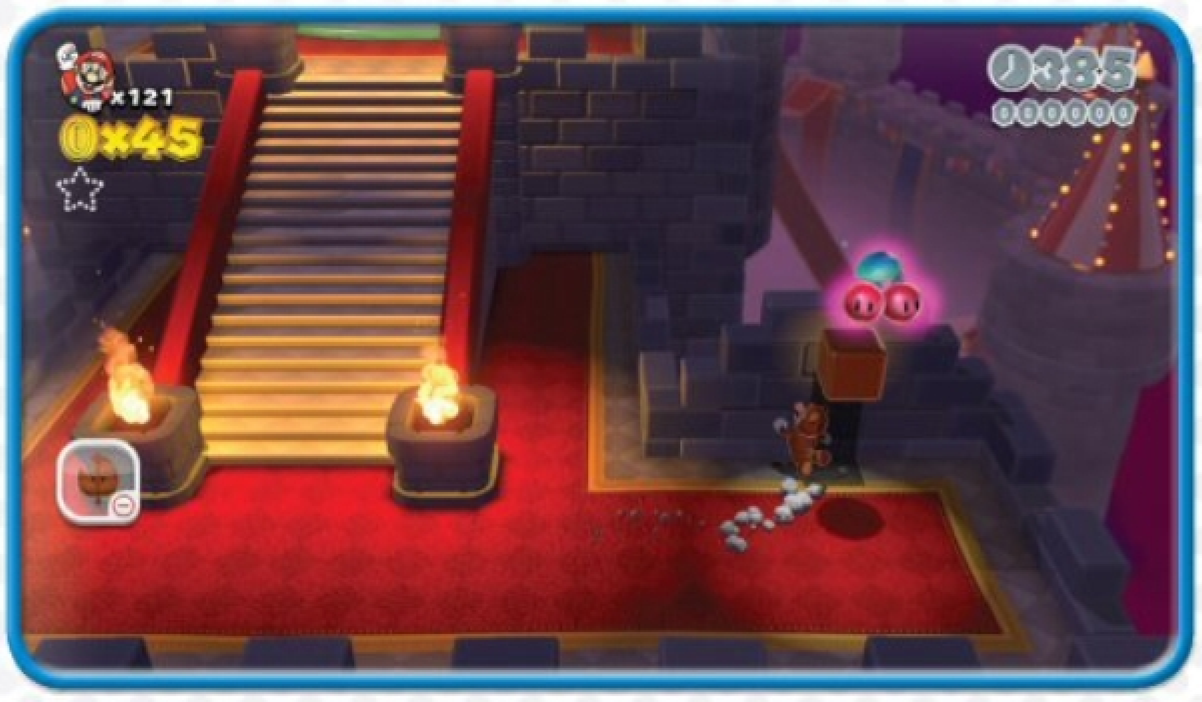
It's not just Fire Bros. in this hideout! Two Hammer Bros. and two Boomerang Bros. ambush you alongside a single Fire Bro. Worse still, you have only a 100 ticks of the clock to beat them all. It's tough at the start of the fight, with so many attacks being thrown around, but there is one thing the baddies didn't take into account: They can hit each other. It's possible that they'll knock each other out before you can get to them—if you dodge at the right moment. However you do it, clearing the Fire Bros. hideout earns you a Green Star.





WORLD 6-C: Motley Bossblob's Big Battle

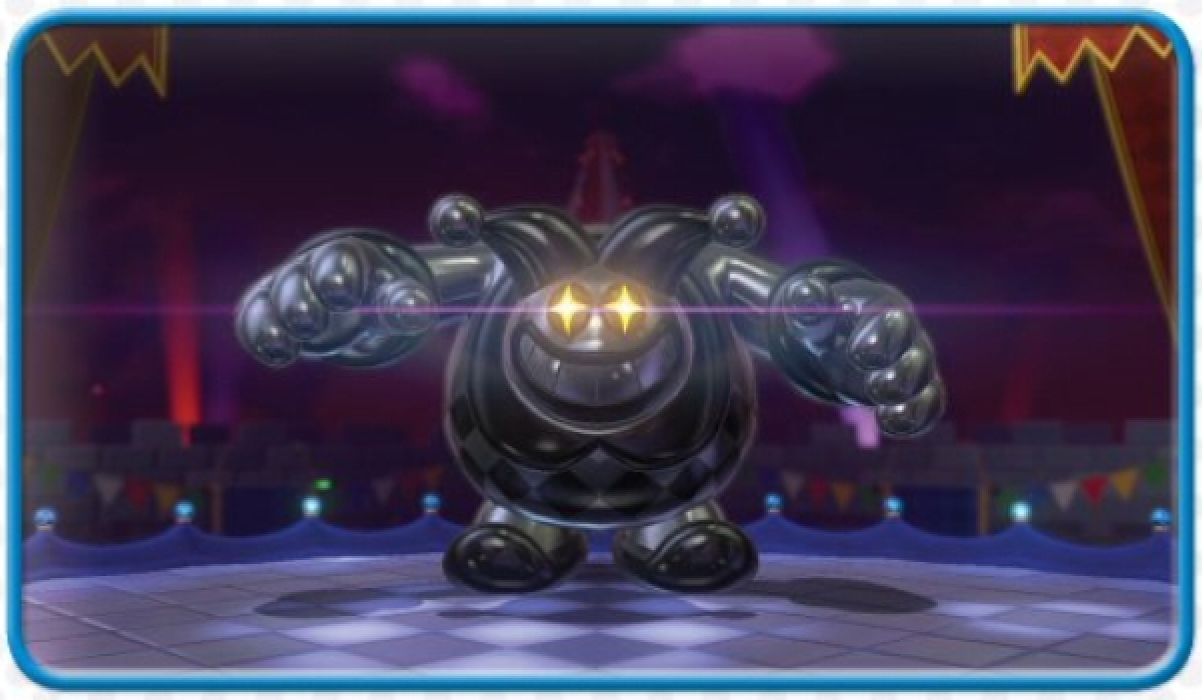
Beating the castle doesn't mean you're finished with World 6. As you try to leave, another fun house descends from above. It's time to face off with Motley Bossblob if you want to reach World 7.



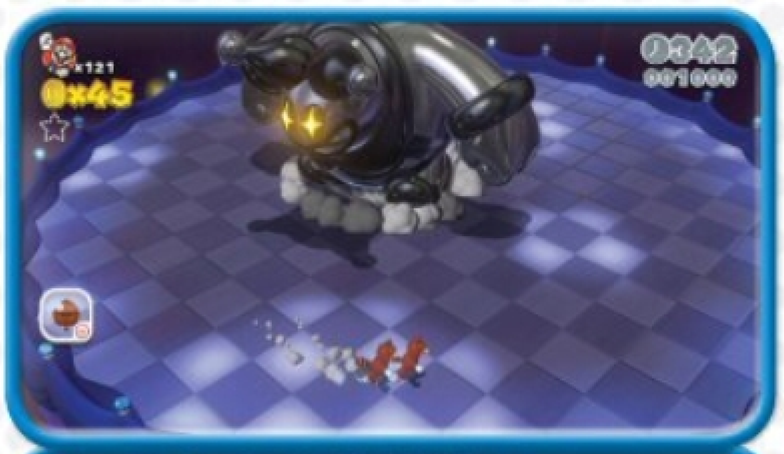
The ? Block found near the stairs up to the gondola provides a Double Cherry. You'll want this item for the upcoming boss fight.

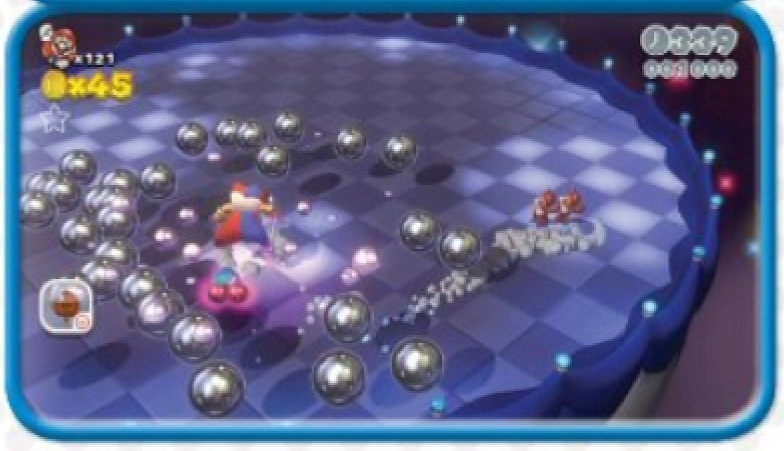
BOSS BATTLE: Motley Bossblob

Motley Bossblob doesn't look all that tough.

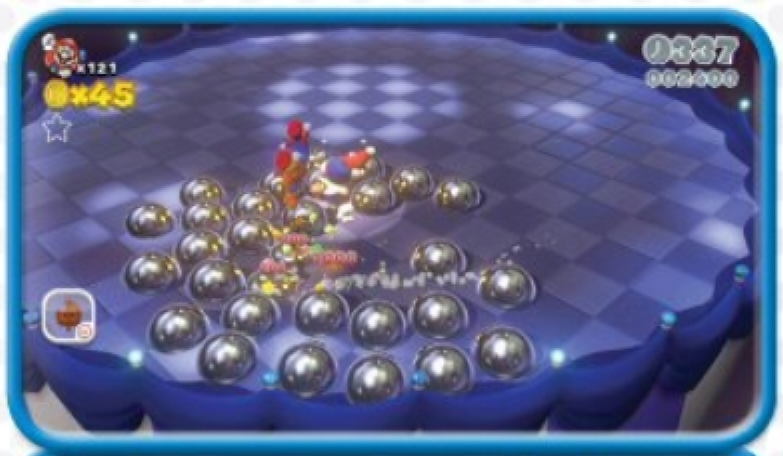


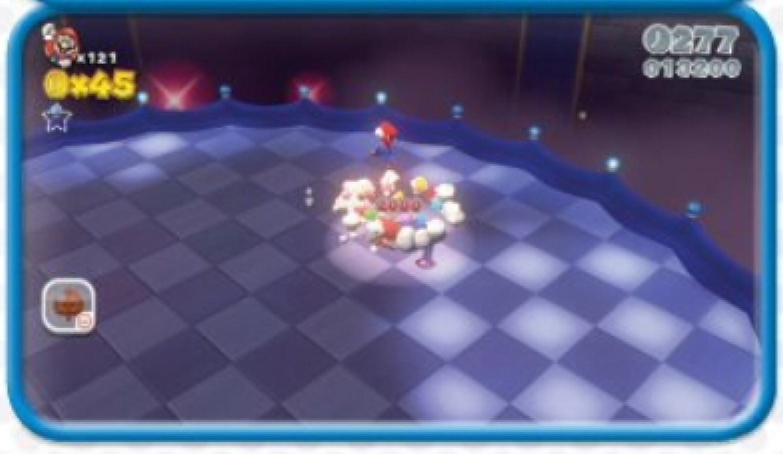
Right, then. Let's rumble!





The first thing Motley Bossblob does is to jump into the air to squash you. After a few shorter hops, he takes one gigantic leap. You don't want to be under him during any of the jumps. Always keep dashing during any of these jumping phases, especially after he's taken a couple hits. He is so fast he'll be almost on top of you. On the last jump, the blobs that make up his form scatter, and he releases a Double Cherry for you to collect.





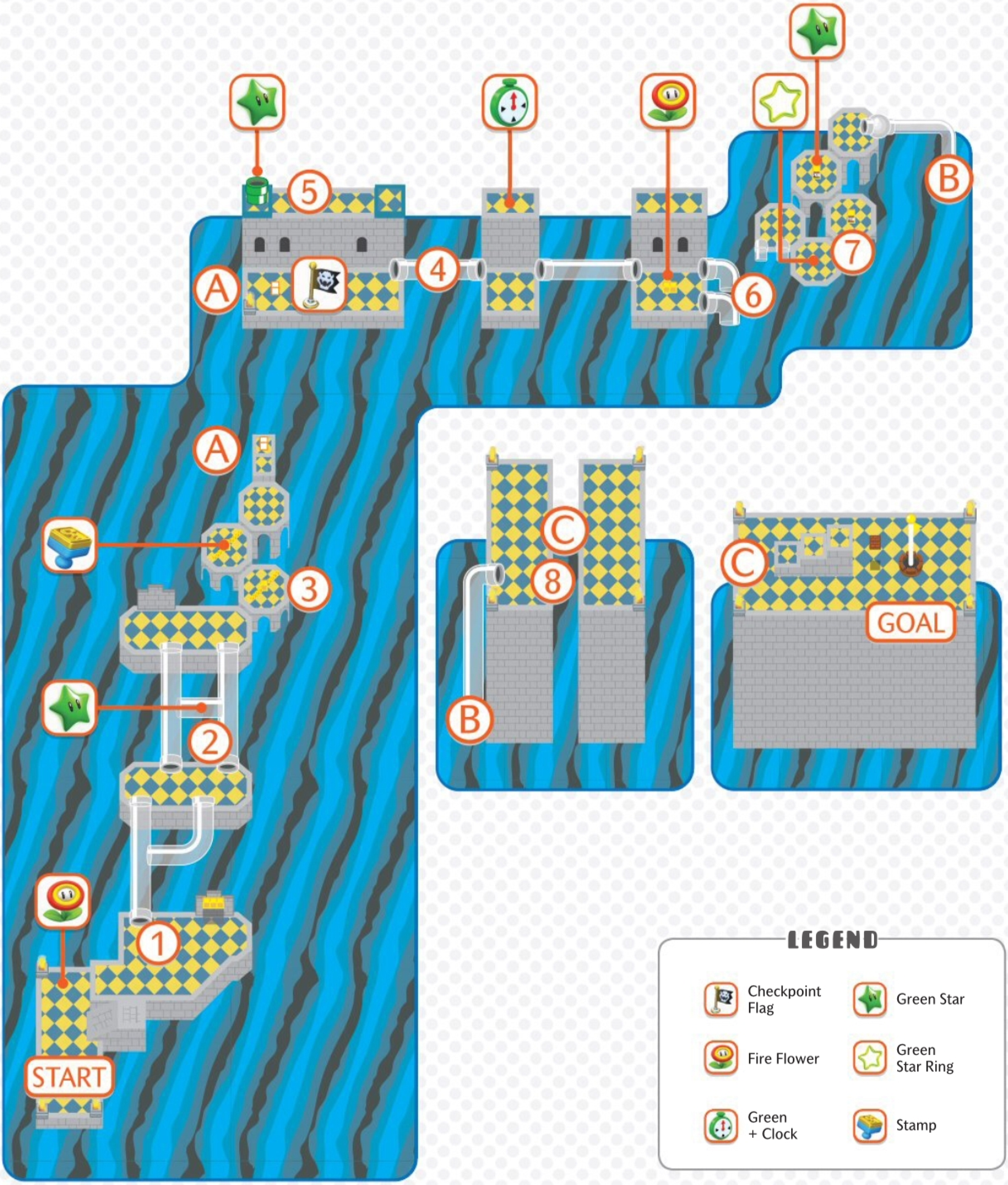
When the silver blobs are scattered, you can squash them while chasing around the clown himself. If you can't reach him in time, Motley Bossblob will restore his giant form and try squashing you again. The more blobs you squash, the smaller he is with every transformation until you actually manage to hit him. Hitting Motley Bossblob causes him to summon a fresh set of blobs, and he starts with his jump attacks again at a much faster pace.

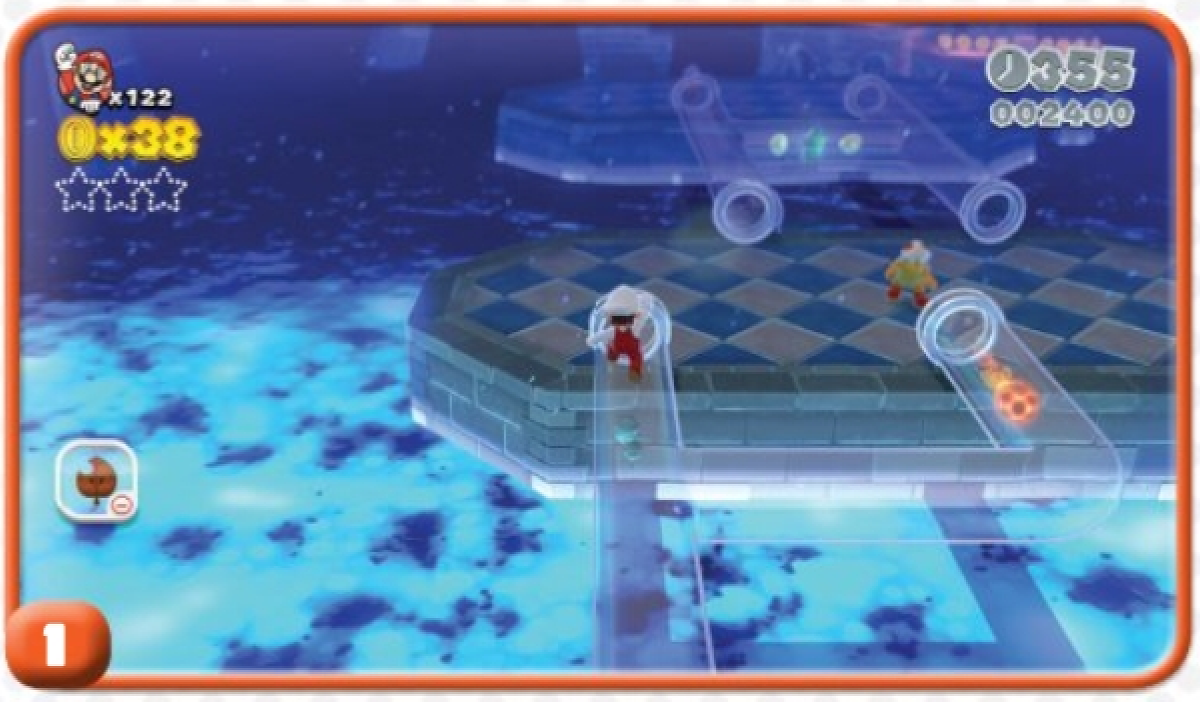
×121
×45
0148
042400

After three hits, Motley Bossblob is defeated. You've earned a Green Star and passage to World 7 for your trouble!

WORLD CASTLE

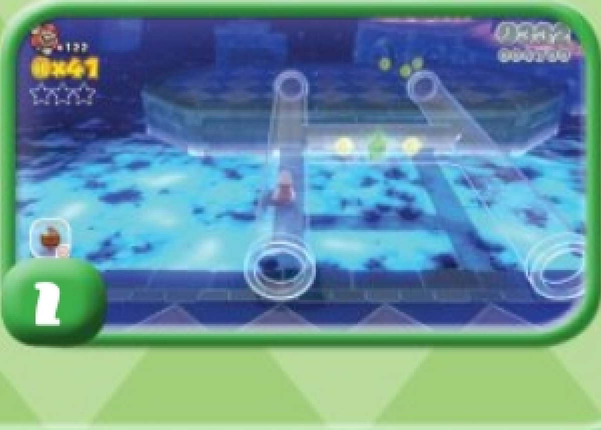
WORLD CASTLE-1:
Fort Fire Bros.


START
1
2
3
A
A
4
5
6
7
B
B
C
C
8
GOAL
LEGEND
Checkpoint Flag
Green Star
Fire Flower
Green Star Ring
Green + Clock
Stamp


1

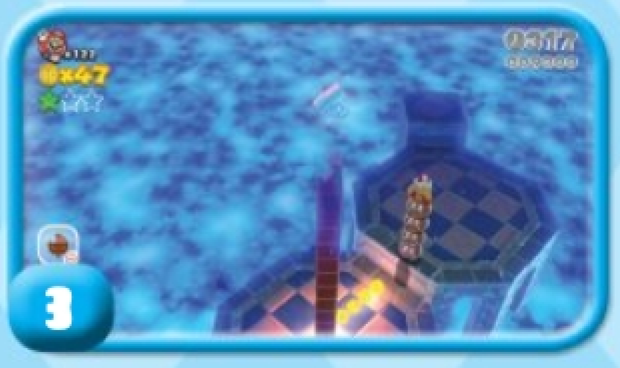
Fire Bros. will throw their fireballs into Clear Pipes in hopes of hitting you while you travel through them. You toss your own fireballs into the pipes to counter them. It is faster to simply cross the lava by running on top of the pipes.

GREEN STAR #1


2

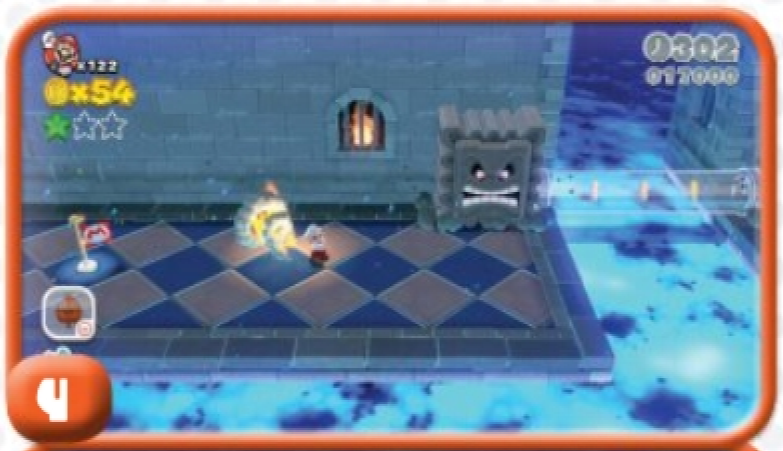
The first Green Star is inside an H-shaped Clear Pipe. Watch out for the Fire Bro on the other side of the blue lava pit, he'll try to stop you from collecting the star.

STAMP


3

You eventually come across a set of Fire Bars rotating around ? Blocks. One of these is near a Goomba Tower with a Fire Bro on top of them. Ground pound this ? Block to create a tower that launches you up to the Stamp.

The ? Block tower gives you easy access to the Fire Bro at the top of the Goomba Tower. You must defeat him to make the Warp Box leading to the next area appear.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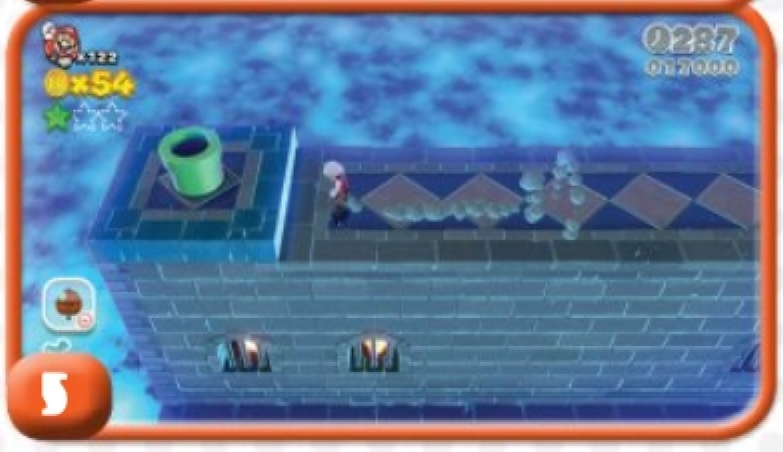
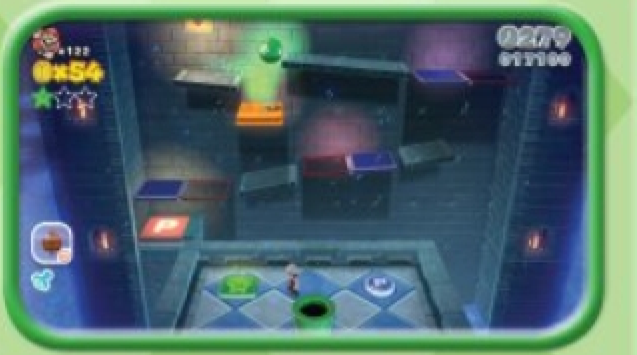
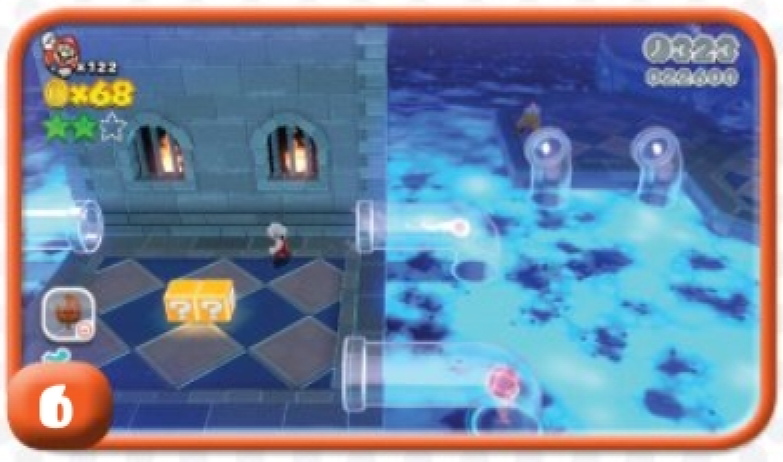

5

Just past the Checkpoint Flag is a series of gaps bridged by Clear Pipes, with Thwomps guarding them. You can use the Thwomps or a pair of invisible ? Blocks to climb the wall. Once up top, head to the left to find a pipe. There's also a + Clock on top of another section of wall nearby, so nab it.

GREEN STAR #2

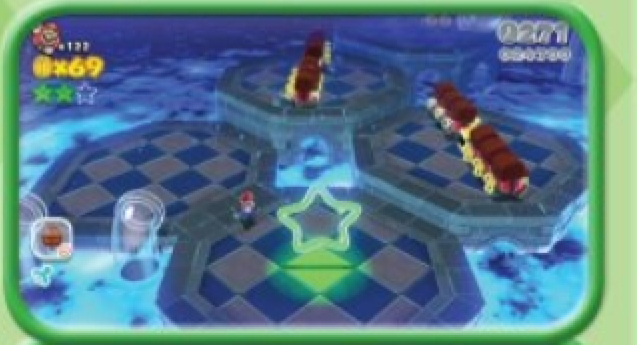


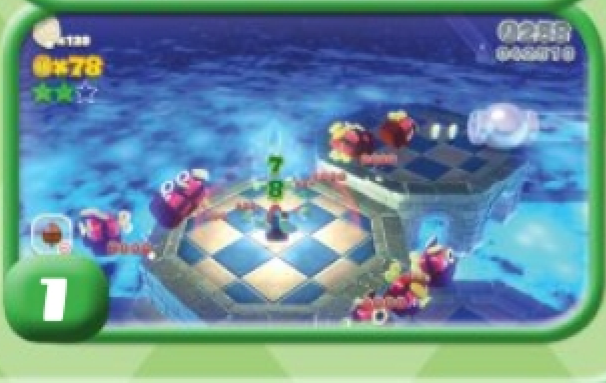
The bonus room beyond the pipe can be tough to work out the first time. Hit the P Switch to cause a ball to fall onto the track, then jump to manipulate the Red-Blue Panels and help guide the ball to the goal. The second Green Star is your reward.


6

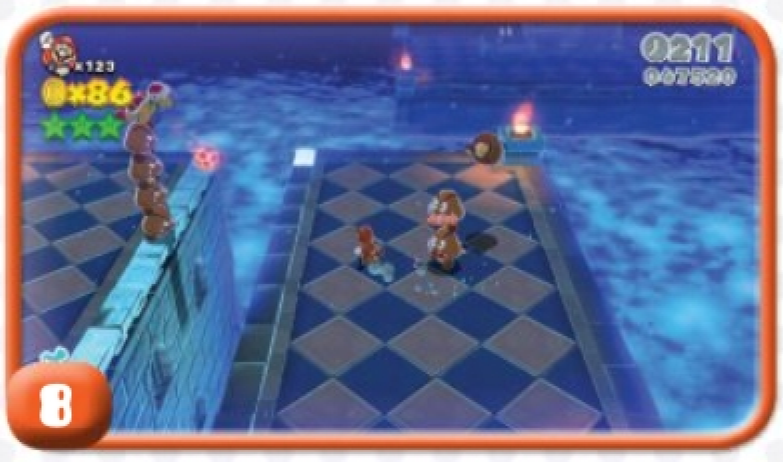
You could just dive into the Clear Pipes, but there are safer ways to deal with the Fire Bro protecting them. One is to jump over the lava from the top of the wall, using a long jump or a Tanooki Power-Up to clear the gap. The other is to time throwing your own fireballs into the pipes to catch the Fire Bro off guard.

GREEN STAR #3




7

The Green Star Ring places Green Coins around platforms guarded by Block-steppers. You can quickly clear them out by setting off the Red POW Blocks next to them.

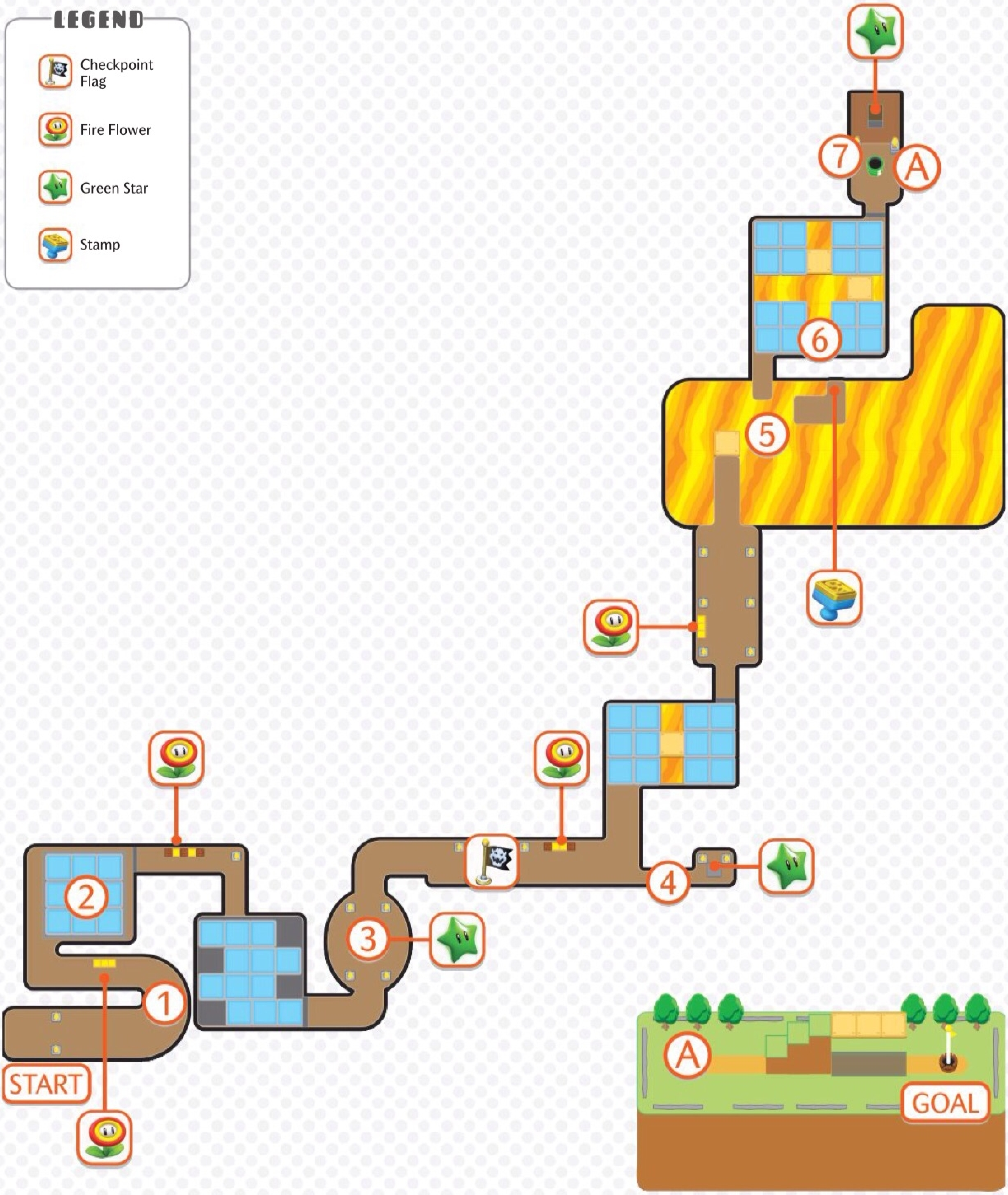

8

Two Goomba Towers, with a Fire Bro jumping between them represent the last major obstacle between you and reaching the Goal Pole zone. Having a Tanooki Power-Up or Fire Flower handy is a huge help, otherwise you'll have to whittle the Goomba Towers down with jumps until you can reach the Fire Bro safely.

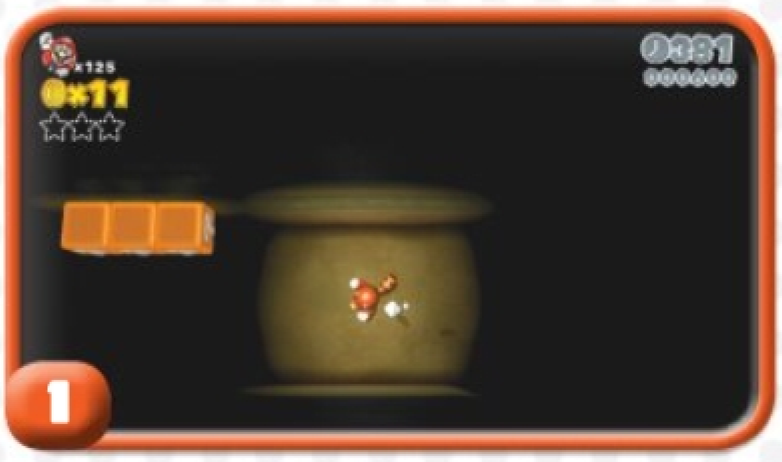
WORLD CASTLE-2:
Switchblack Ruins

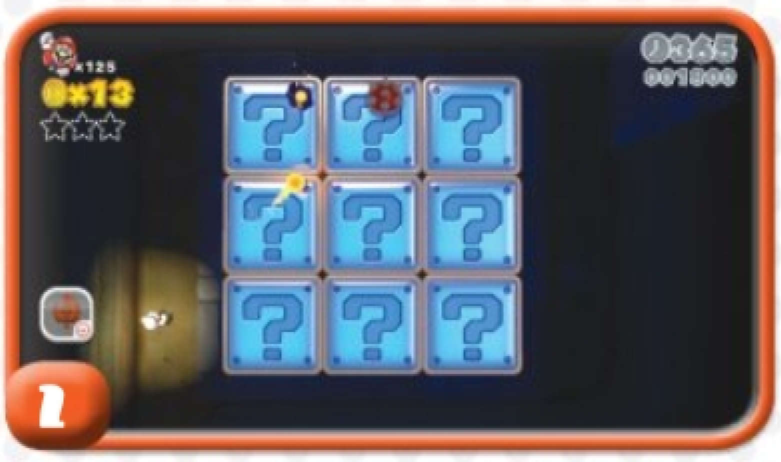
LEGEND

- Checkpoint Flag
- Fire Flower
- Green Star
- Stamp


7
A
6
5
4
3
2
1
START
A
GOAL

This level starts off mostly dark, save for the light emanated by your character, and weak lights from ? Blocks and torches. Having Fire Flowers is recommended; they let you fight enemies from farther away while also lighting the torches found in the cave.

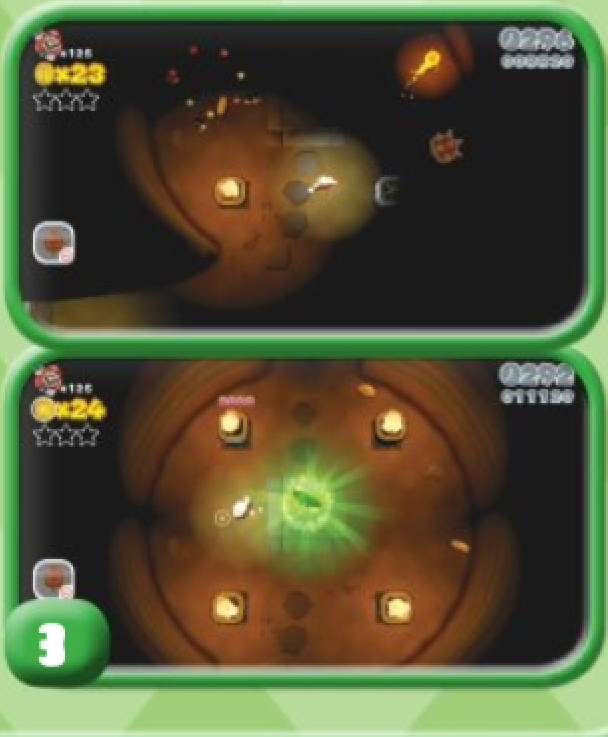




Lighting up these Switch Panels illuminates the starting portion of the cave, and opens a passage to the next. You'll encounter similar rooms throughout this level.

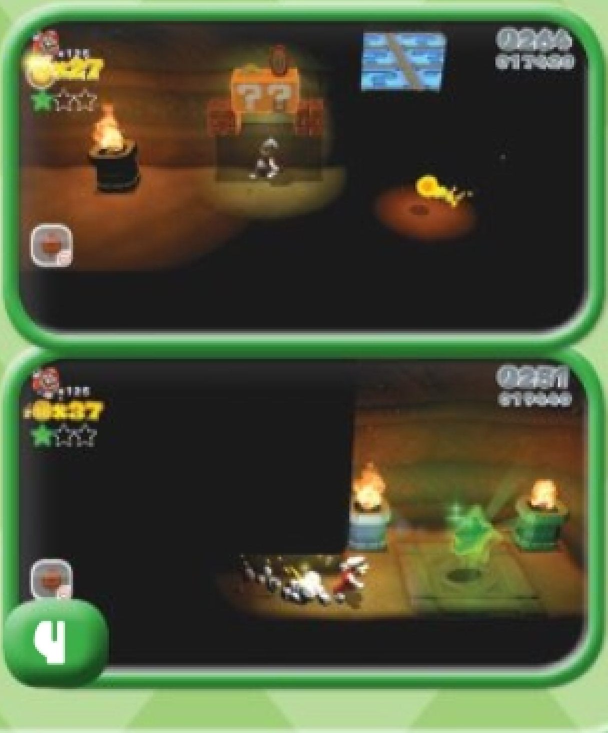
GREEN STAR #1

Lighting up the four torches in this room reveals the first Green Star. Watch out for the Spinies in the area!



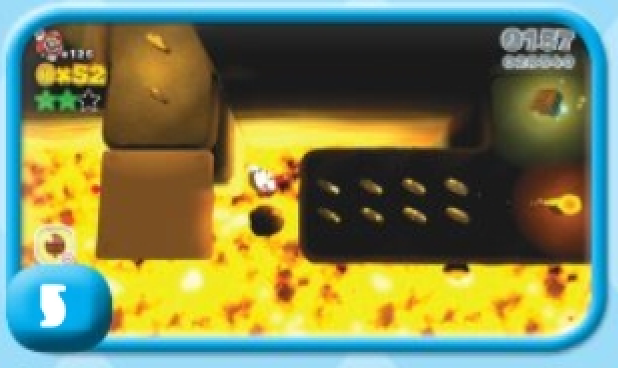
GREEN STAR #2

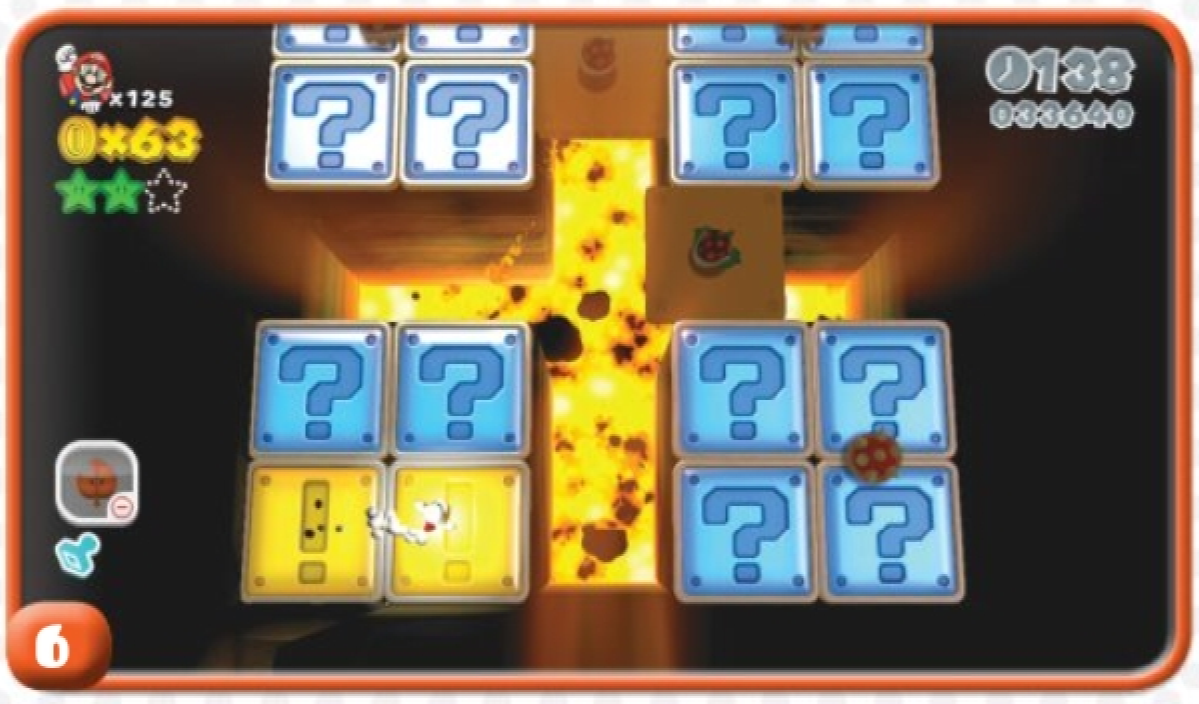
Not far from the Checkpoint Flag, you come across ? Blocks, with another Switch Panel puzzle room in the distance. Instead, continue to the right from the ? Blocks to find a hidden passage leading to the second Green Star.



STAMP

The large lava pit that you cross via narrow paths and a moving platform hides the Stamp. Instead of continuing forward, jump off the moving platform to the right once it reaches its final destination. The Stamp is very close by.

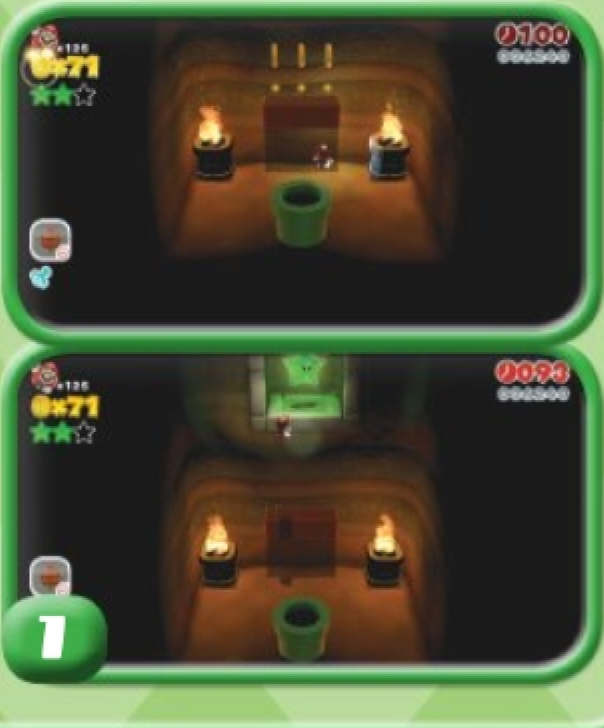




This can be a tricky Switch Panel room. A central moving platform has a Fire Piranha Plant whose attacks can be obscured by the lava's glow, and the platforms in the corners of the room have Spinies protecting the Switch Panels.

GREEN STAR #3

The pipe exit room after the final Switch Panel puzzle hides a secret. You can reveal an invisible block on the wall behind it, and use it to reach the final Green Star.



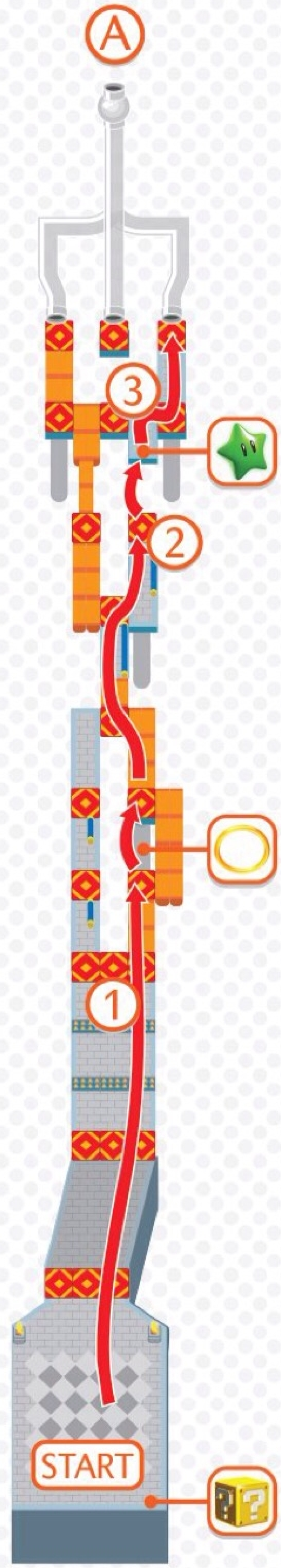
NOTE

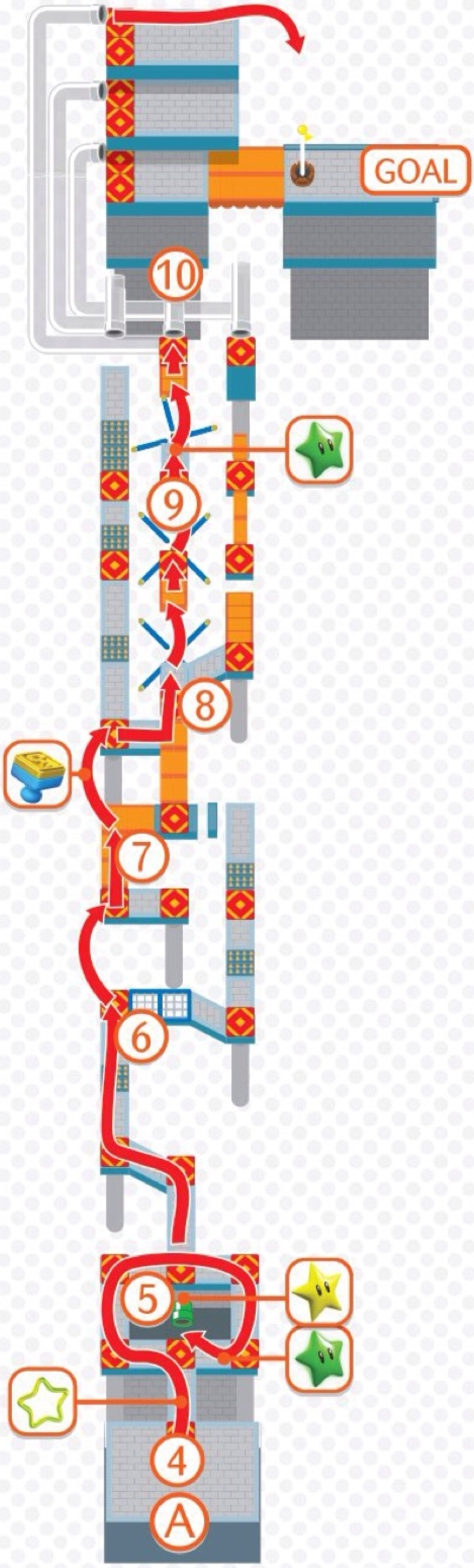
Beating this level opens a path to 7-4. Also, a small patch of ground next to 7-4 reveals a pipe leading to 7-C.

WORLD CASTLE-3:
Red-Hot Run

LEGEND

- ? Box
- Gold Ring
- Green Star
- Green Star Ring
- Stamp
- Super Star




GOAL
10
9
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7
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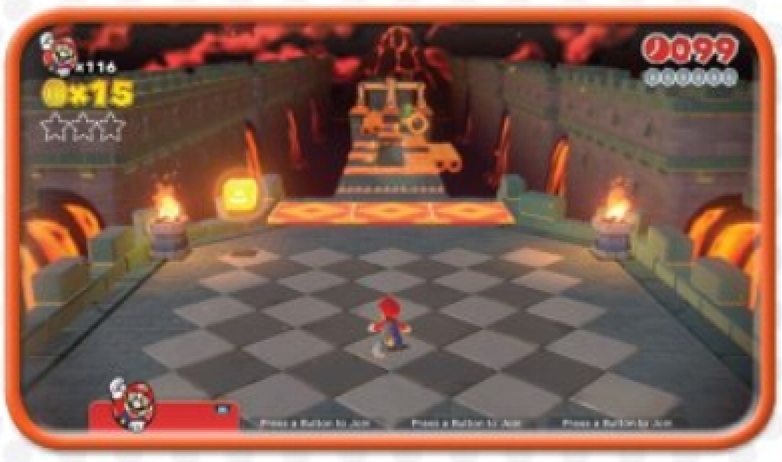
5
4
A



The opening shot of this level should give you an idea of what you're in for. You have to clear a dangerous and oftentimes narrow Dash Panel-ridden course within 100 ticks of the clock. Worse yet? No Checkpoint Flag. If you want every collectible, you either do it in one run, or you keep coming back to this level to pick up what you've missed. All of the collectibles here demand precisely controlled running or jumping, far more so than any other level that has come before it, and arguably many of those that follow.

NOTE

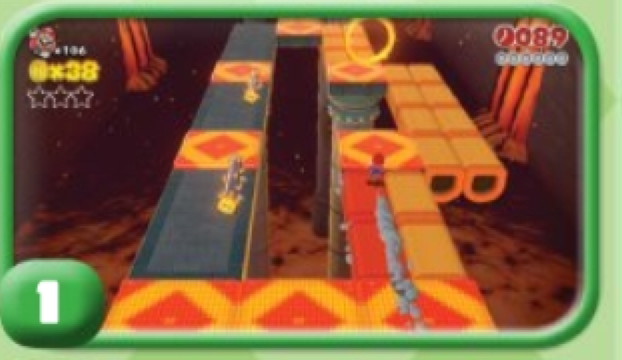
There's a hidden ? Box near the level start, which can help you earn an extra life as you blitz across the narrow walkways.

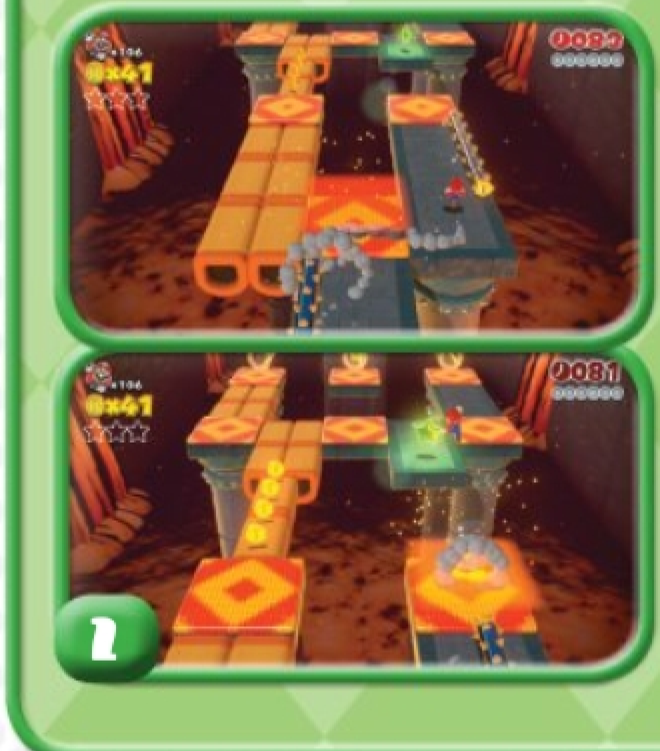
The Dash Panels make it so that you're moving extremely fast, and the paths to each collectible are tough to follow and fraught with danger all around. Remember, even while boosting from a Dash Panel, you can make hard turns in 90-degree angles, but not suddenly reverse direction. This is the key that will get you through this challenge.

This part of the walkthrough is written from the perspective of someone trying to reach all of the collectibles in one pass. Each collectible call out will describe the setup leading to each collectible.

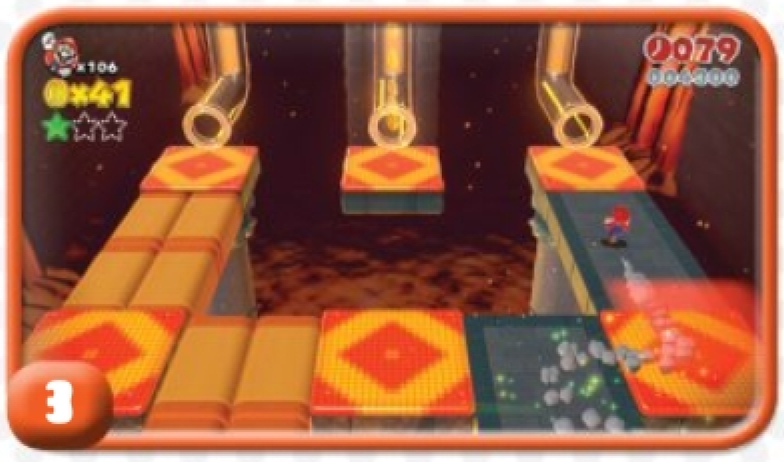
GREEN STAR #1

The path forward splits in two very quickly. You can take either route, but the right-hand route does have a Gold Ring for those attempting to max out their score.





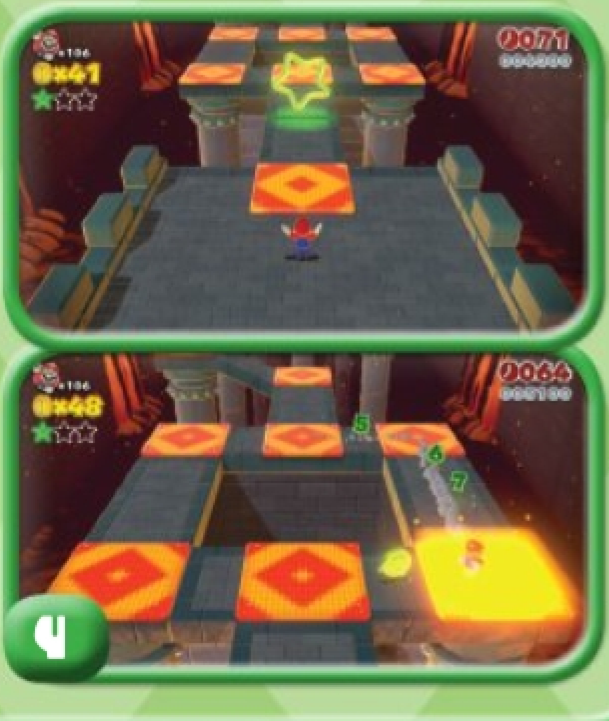
The paths reconnect very briefly before splitting once again. You want to take the right route to reach the Green Star. The danger comes from two spiked rollers as well as a drop-off just before the star, which make the approach difficult. Carefully timed short jumps should take you over the obstacles safely thanks to the speed from the Dash Panels.

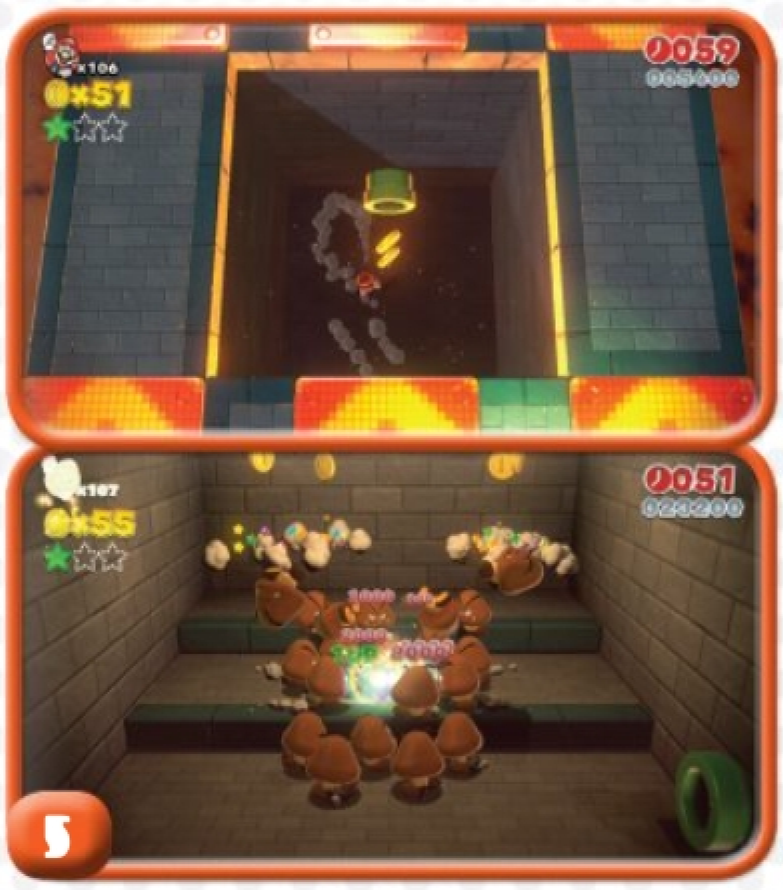


The three Clear Pipes here all lead to the same exit. The central pipe does contain some Coins, but it is also the hardest to reach. As a rule, unless you are certain you can make the jump, it's best to ignore it and line up for one of the pipes on either side of it.

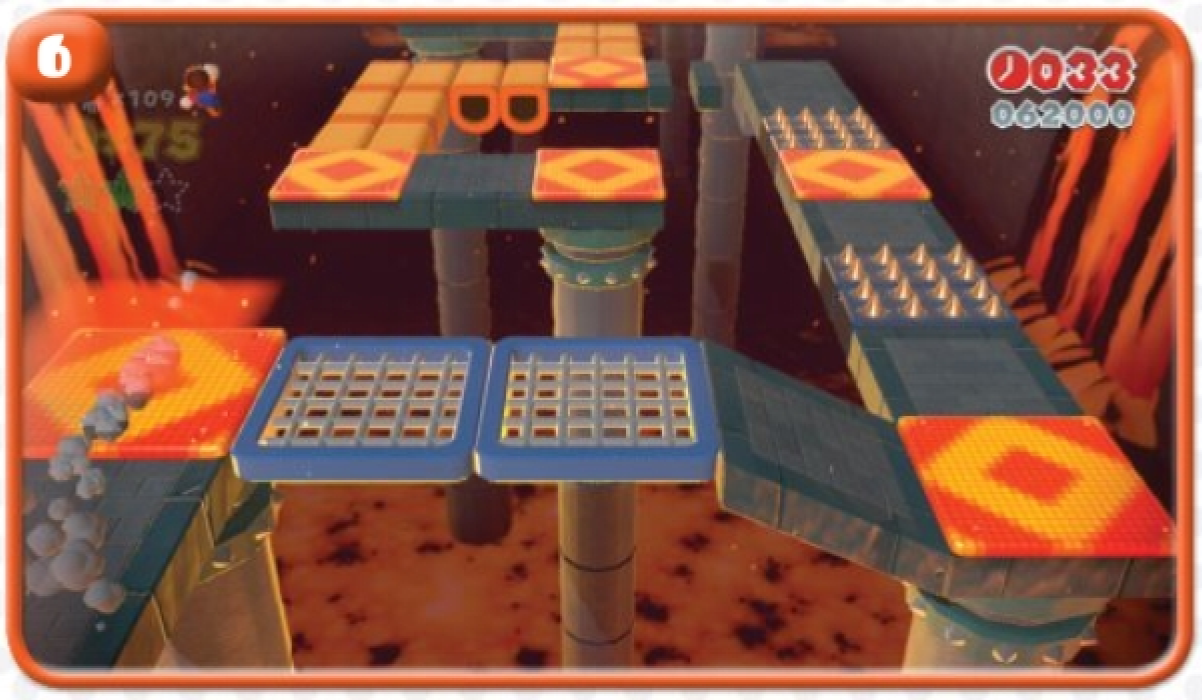
GREEN STAR #2

You encounter the Green Star Ring just past the Clear Pipes. The Green Coins appear on the square section of the course, surrounding what appears to be a bottomless pit. So long as you remain centered on the track, you should be able to collect all the Green Coins in one pass.





The pit at the center of the Green Coin section is actually safe to fall into because it contains a pipe leading to a hidden room. Inside this room is a mass of Goombas and a Super Star, which can help win back some of the lives you've probably lost getting through this level. You can also venture into this place without the Super Star and try stomping on all the Goombas for even more extra lives.

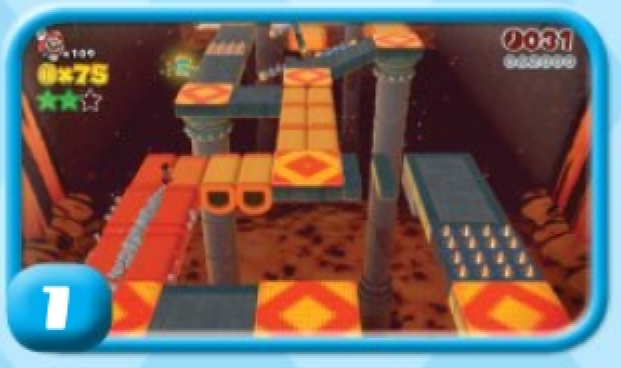


It helps to look for shortcuts as you move through this level. Pictured here, Mario could have taken the longer, more difficult route on the right, but a Dash Panel-assisted jump on the left side bypasses all of that hassle and lines him up for the Stamp.

Red-Hot Run

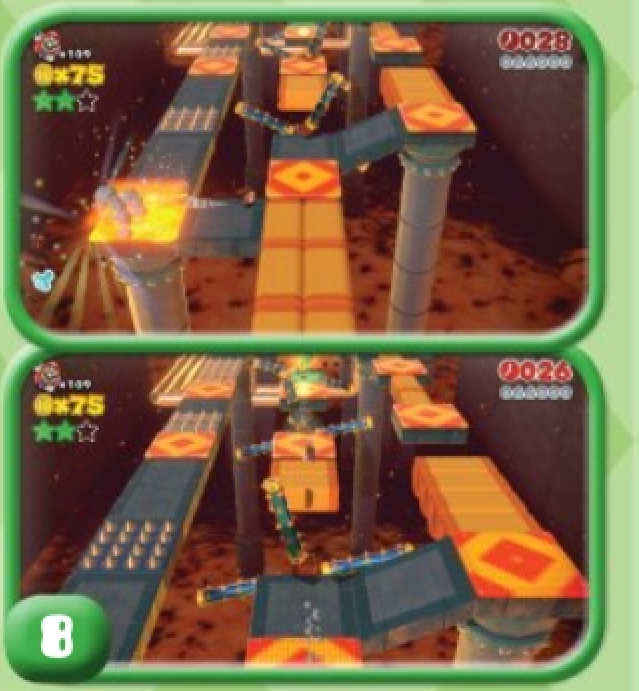
STAMP

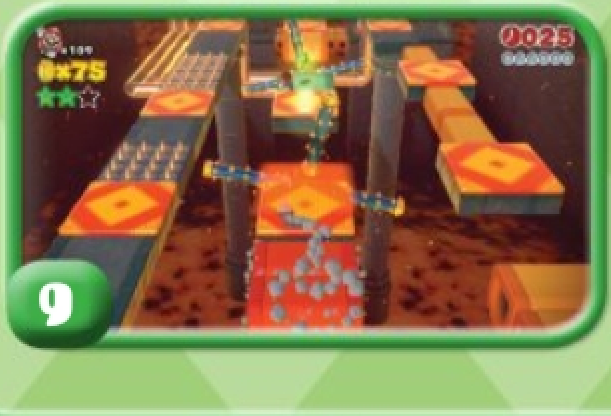
If you've followed the route outlined earlier, you are now on a path made of Donut Blocks, perfectly aligned to jump another gap and claim the Stamp.



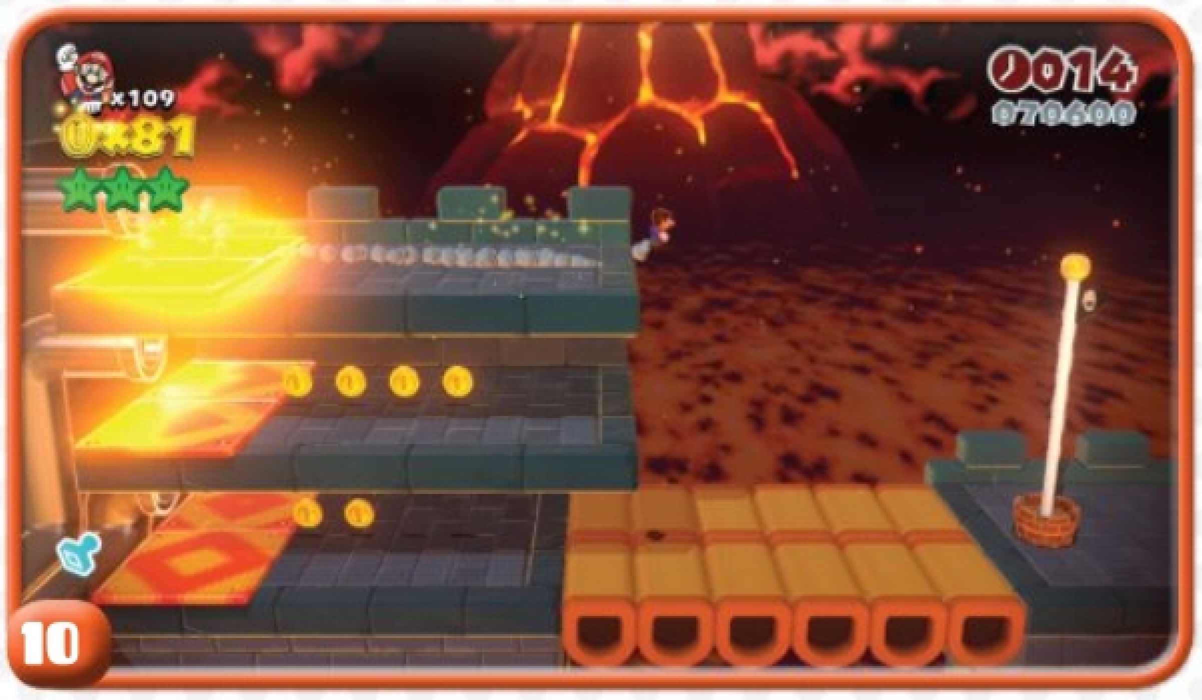
GREEN STAR #3

Grabbing the third Green Star after collecting the Stamp requires an immediate right turn upon landing from that jump, then another sharp turn to stay on the central path..





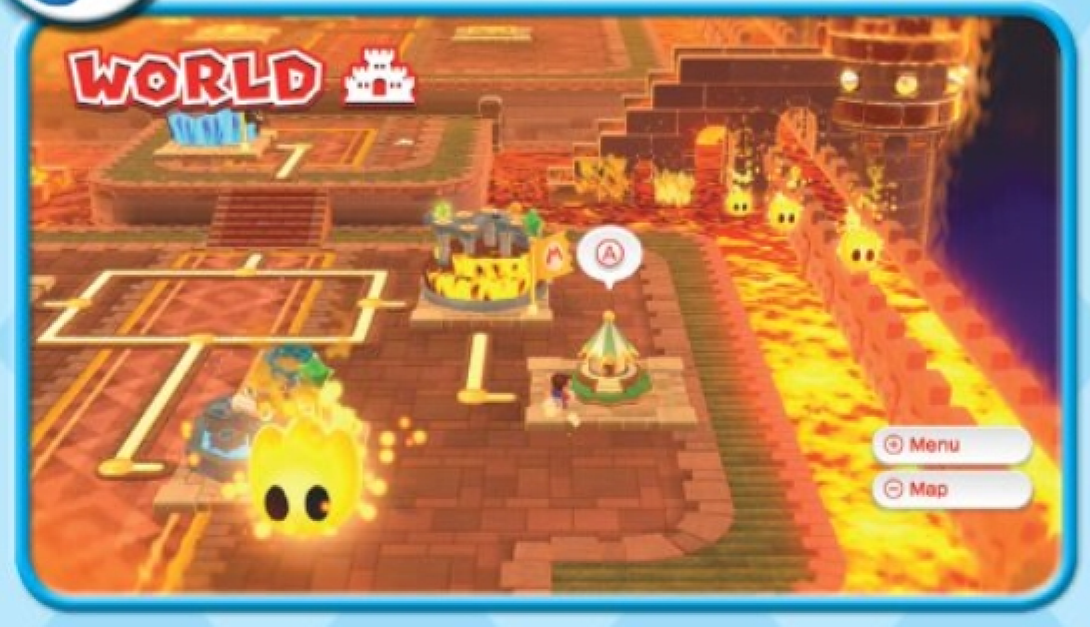
You must now run and jump past gaps in the track and rotating spiked rollers, and react to potential damage with small corrections and well-timed jumps.



Collecting the last Green Star puts you in line to reach a Clear Pipe that gives you the best shot at reaching the top of the Goal Pole.

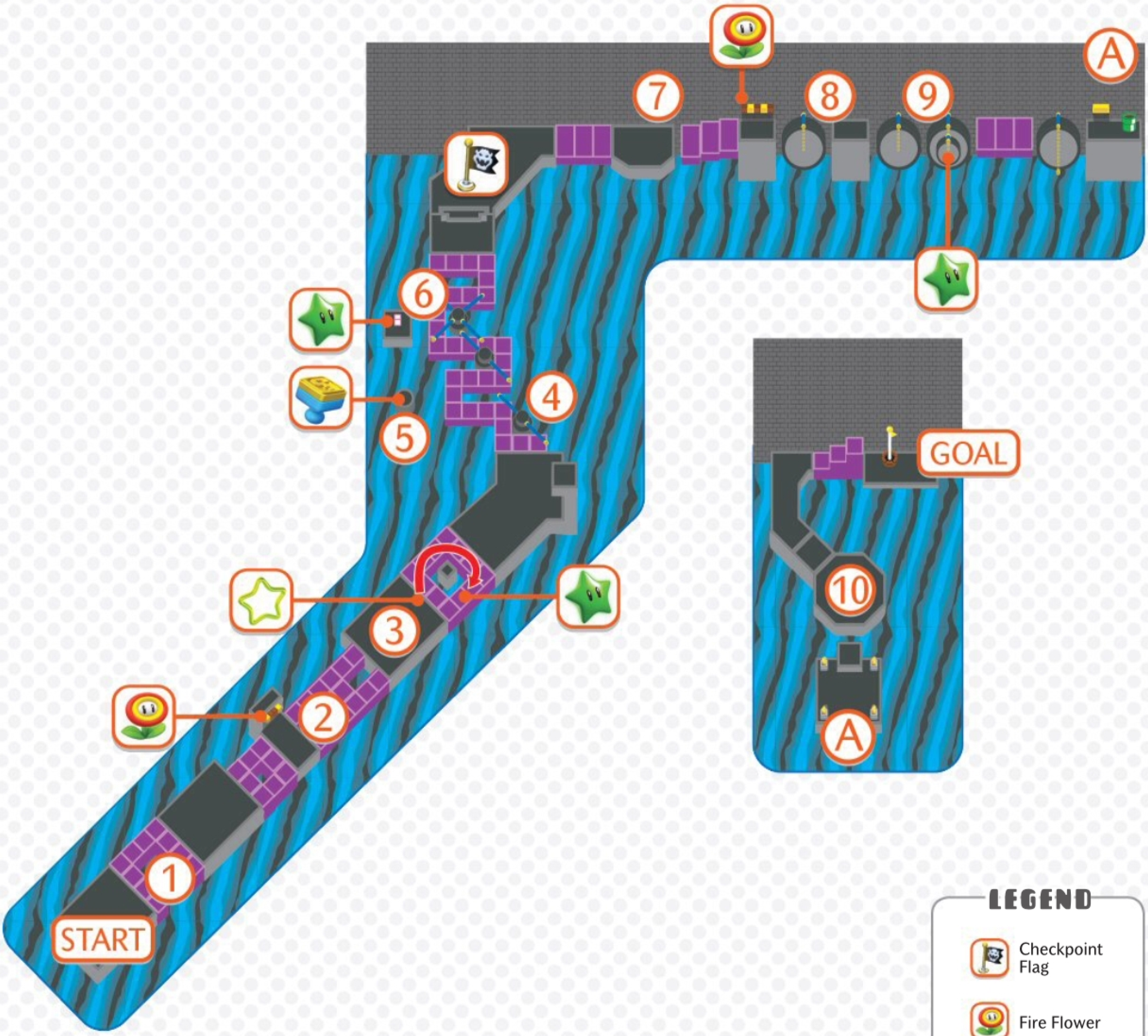
STAMP

World 7 Sprixie House



This Sprixie House appears after beating 7-3.

WORLD CASTLE-4:
Boiling Blue Bully Belt


7
8
9
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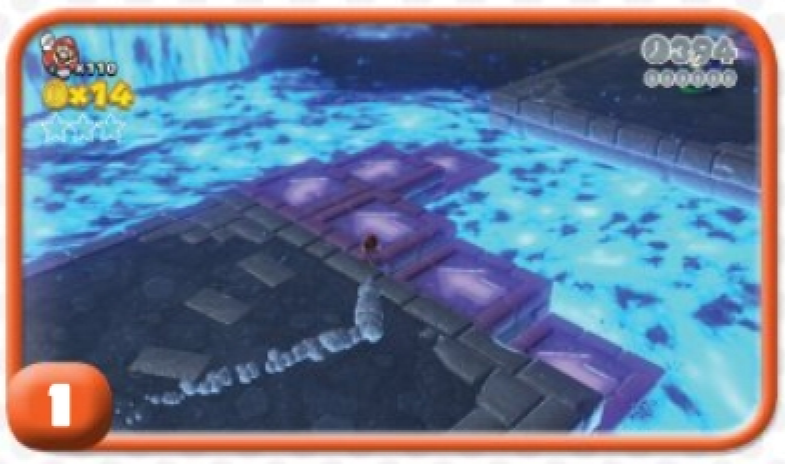
2
1
START
GOAL
10
A

LEGEND

- Checkpoint Flag
- Fire Flower
- Green Star
- Green Star Ring
- Stamp

Boiling Blue Bully Belt

Notice the arrow platforms rising from the blue lava, and sinking back into it in short order. These temporary bridges are your only way of crossing lava gaps throughout this level.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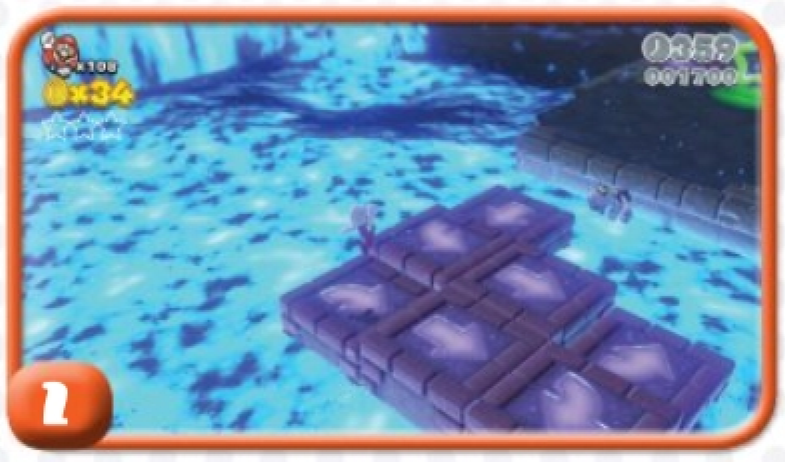
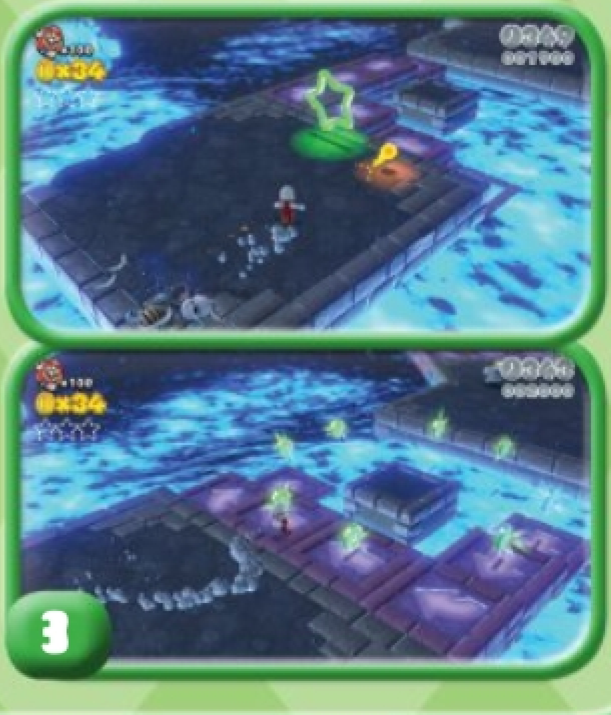

2

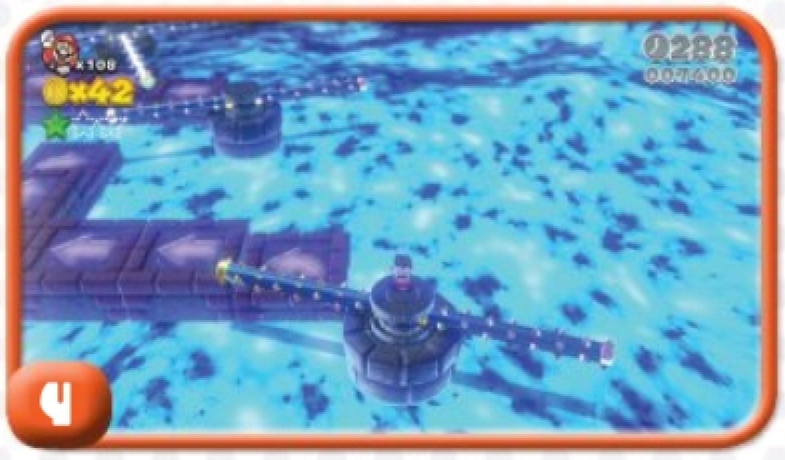
Ignore the Parabones while crossing this lava gap, they are merely a potentially costly distraction.

GREEN STAR #1

The Green Star Ring has its Coins over the lava, which you can reach by using the arrow platforms.

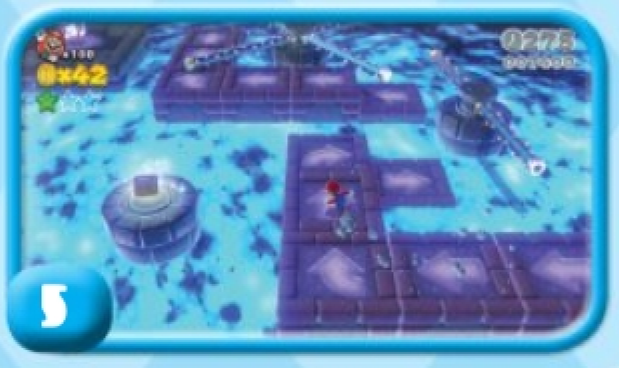

3

Arrow platforms, lava, and spiked rollers make for a very dangerous combination. Remember, you can safely stand on top of the central part of the spiked rollers while you plan your next move through this section.


4

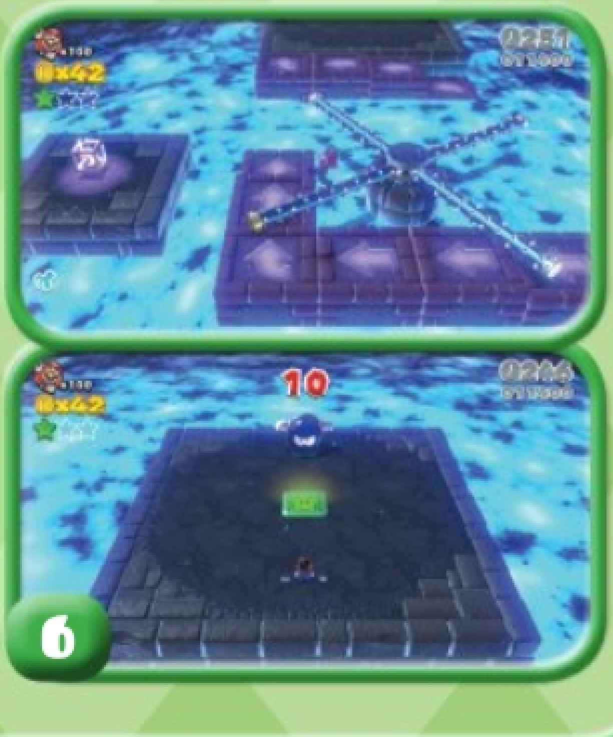
STAMP

The Stamp can be found just off to the side of the main path made by the arrow platforms.


5

GREEN STAR #2

As with the Stamp, the Mystery Box leading to the second Green Star's bonus room can be found along the way. In the bonus room, you have to defeat a Bully within 10 game seconds to collect the Green Star.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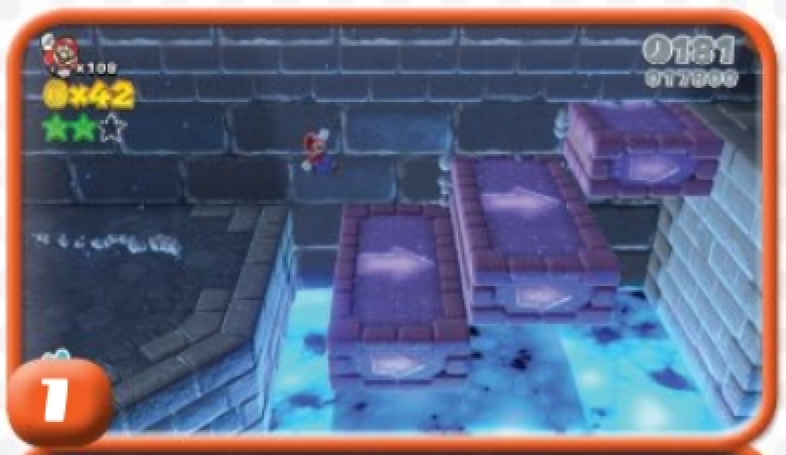
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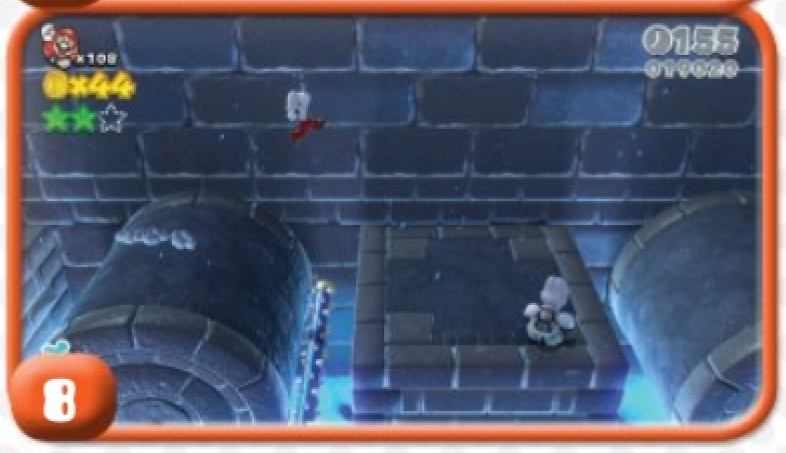
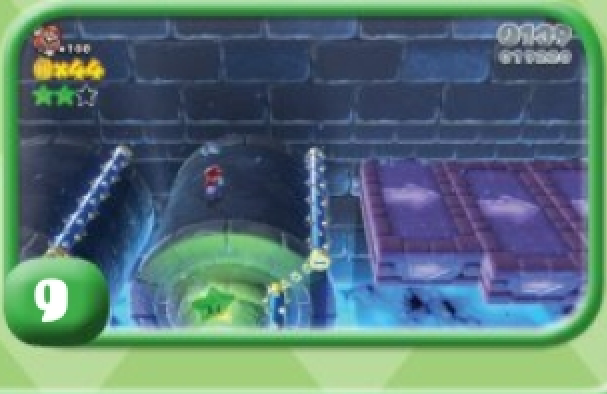

8

Beyond the Checkpoint Flag things become a bit easier. Arrow platforms now extend from the nearby walls to help you cross lava pits, Additionally, there are rolling platforms protected by spiked rollers, a dangerous combination that can result in a blue lava bath.

GREEN STAR #3

The last Green Star is next to one of the rolling platforms, in easy reach. Watch out for the spike rollers here!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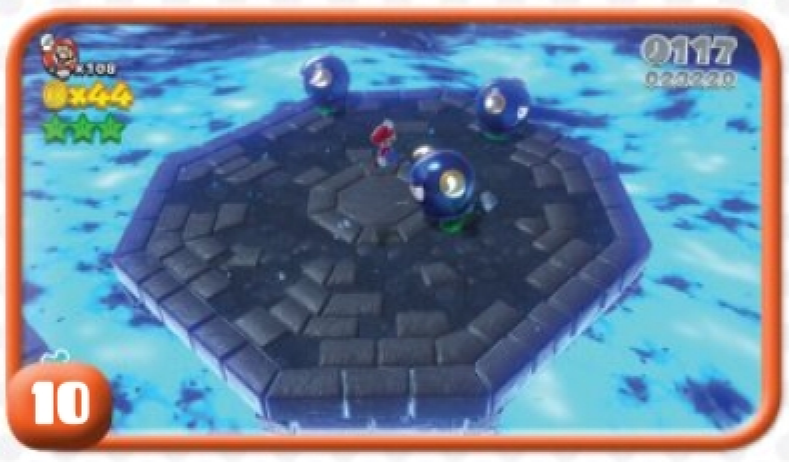
The last challenge before the Goal Pole is to take down three Bullies. Defeating them causes a bridge to rise from the lava, and triggers a set of arrow platforms that you can use to reach the top of the Goal Pole.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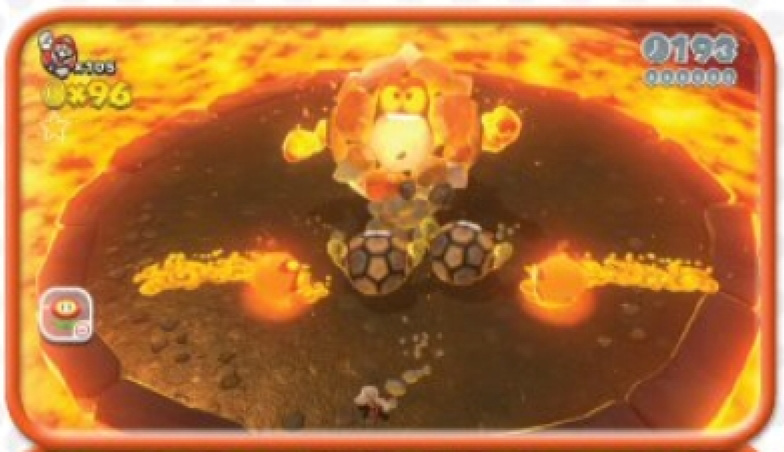
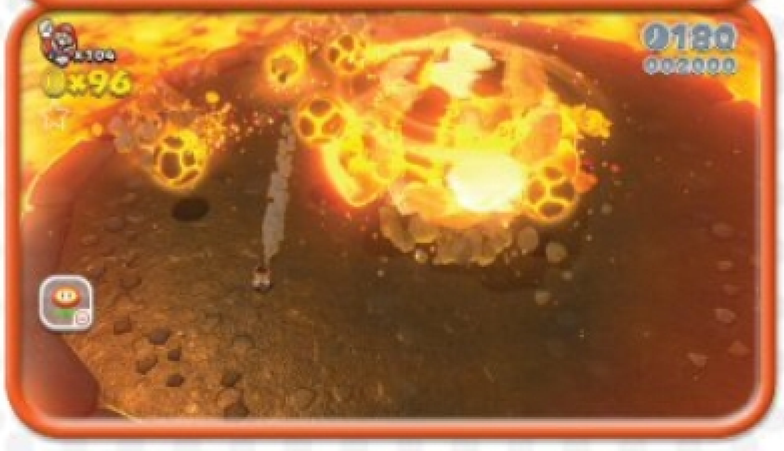
NOTE

Beating 7-4 opens up 7-A and 7-B on the world map.

WORLD CASTLE-A: Brolder Blockade Is Back

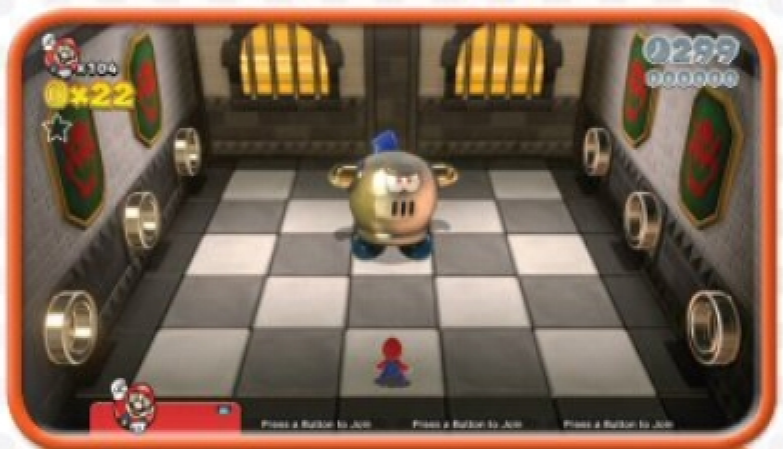


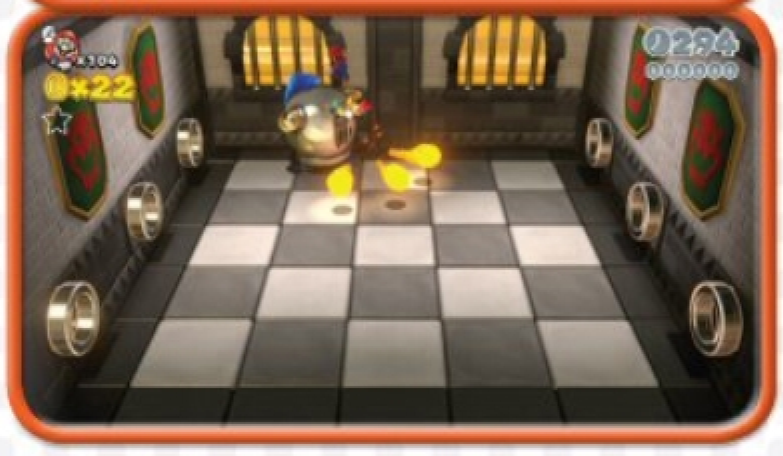


Boss Brolder brings new friends to this rematch, the ever dangerous Splorch. These living magma balls roll toward you, leaving a trail of lava as dangerous to touch as any enemy. Splorches can make attacking Boss Brolder a bigger challenge. They are also invulnerable to your attacks, and are only stopped if you trick them into rolling back into the lava, or if they are crushed by Boss Brolder. Always watch where you are going so that you don't run into them or their lava trails. If you have the Boomerang Power-Up, you can easily push the Splorches back into the lava.

You still have to fight Boss Brolder in the same way that you did before—by throwing his smaller cousins into him—but he is much faster now. His spinning attack that flings lava all over the arena lasts longer and throws more projectiles, so you have to be at the top of your game to evade him successfully. A Green Star is the reward for winning this rematch.

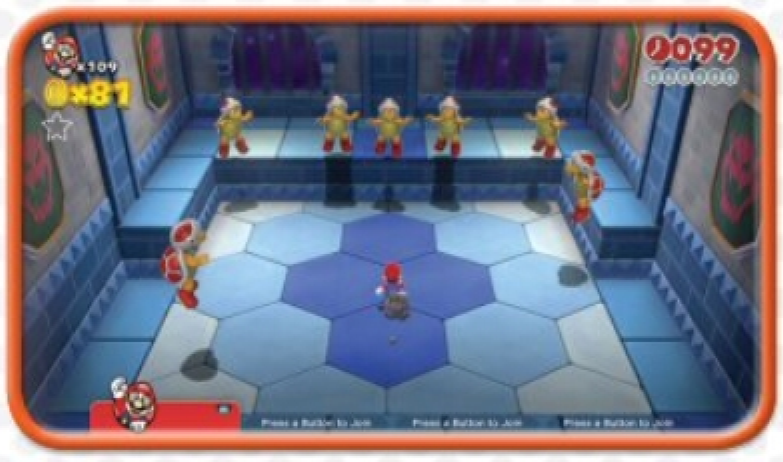
WORLD CASTLE-B: Prince Bully Blockade Is Back





Prince Bully is faster and more aggressive this time around, but compared to the improved Boss Brolder, he's less intimidating. He now has the ability to throw three fireballs that home in on you, but if you're fast, you can shove him into one of the Clear Pipes before he has a chance to do anything. As before, three stomps after he's been compressed by the Clear Pipes is enough to kick Prince Bully off his thrown and earn a Green Star.

WORLD CASTLE-C: Fire Bros. Hideout #4



Seven Fire Bros. ambush you the moment this battle begins, and you've got 100 ticks of the clock to deal with them. Remember, they can hit each other with their fireballs, but it does help to come equipped with items like the Fire Flower or the Tanooki Power-Up. Winning this fight earns you another Green Star.

WORLD CASTLE-5:

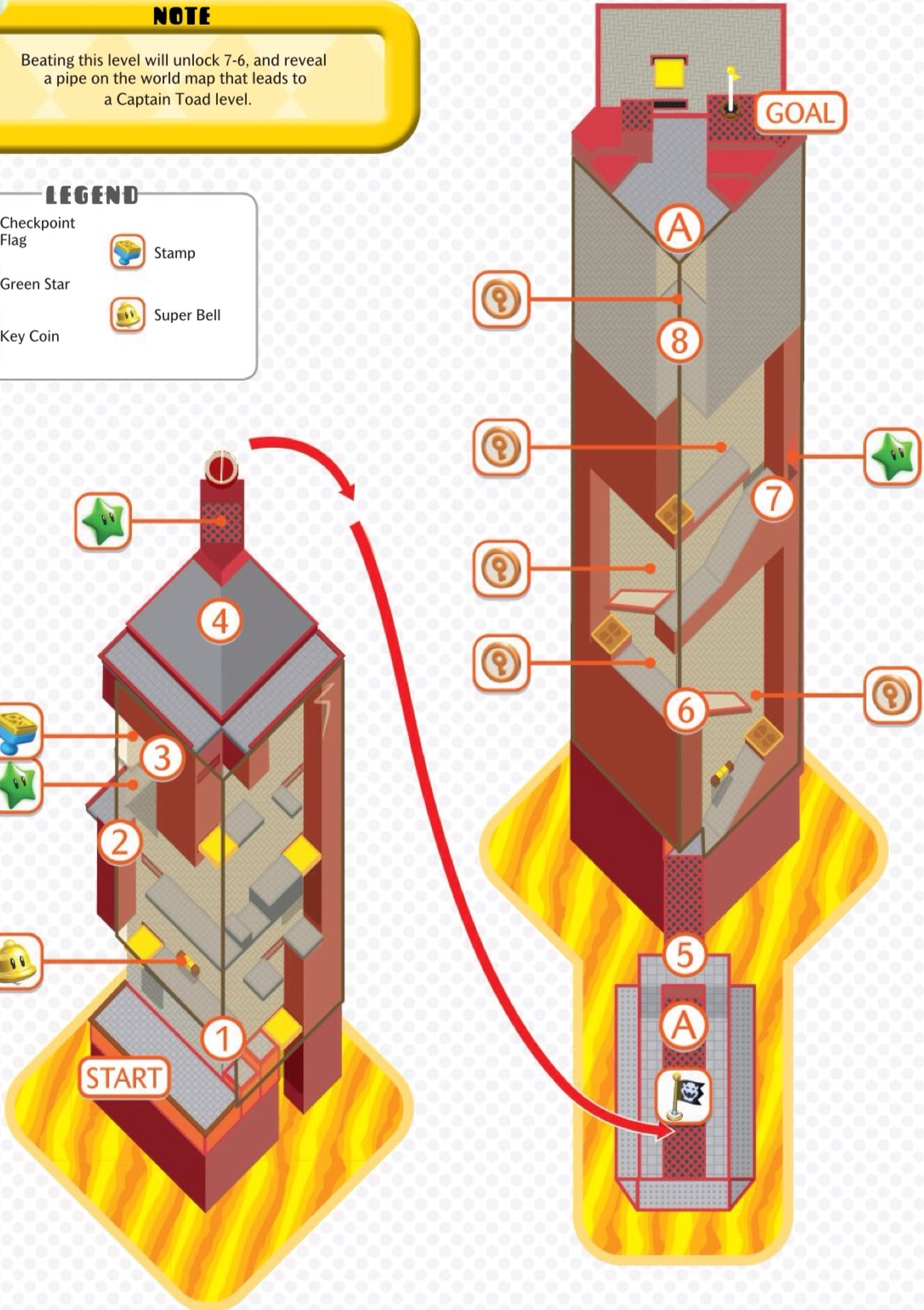
Trick Trap Tower

NOTE

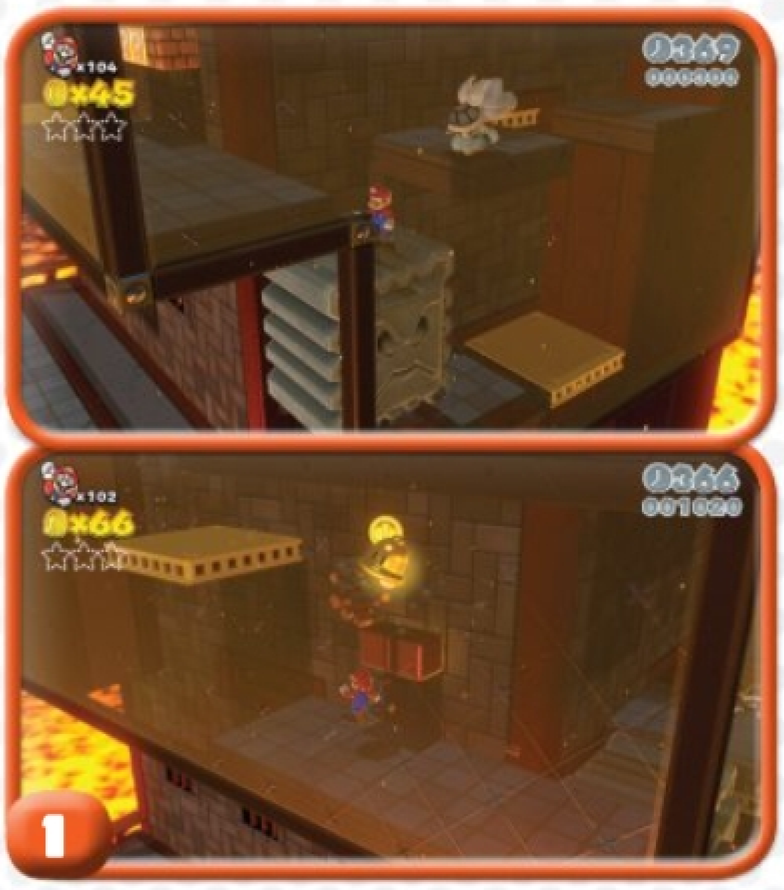
Beating this level will unlock 7-6, and reveal a pipe on the world map that leads to a Captain Toad level.

LEGEND

- Checkpoint Flag
- Green Star
- Key Coin
- Stamp
- Super Bell



This level has you climbing up and around a pair of tall towers. Early on you can get a Cat Power-Up in this level, which can make thinks a lot easier.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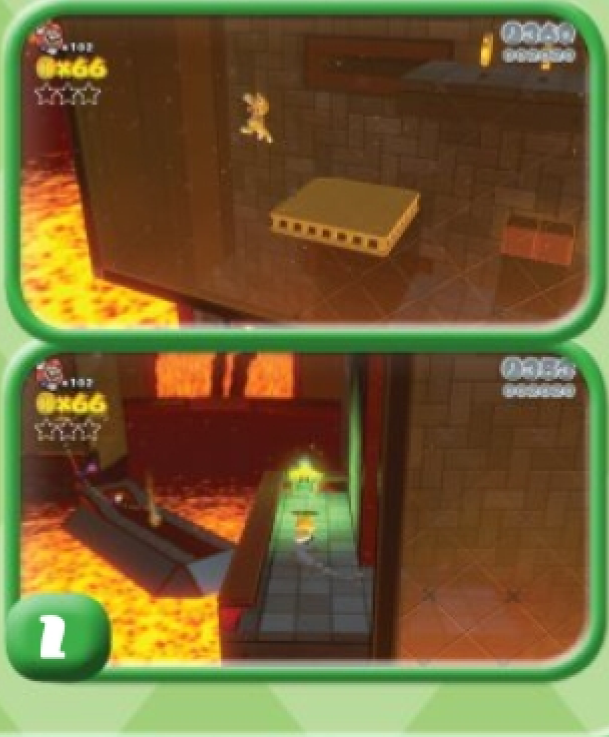
GREEN STAR #1

Not far from where you can get the Cat Power-Up, an Lift rises up to the next floor of the tower. To the left of the elevator is a wall leading to a secret ledge that hides the first Green Star.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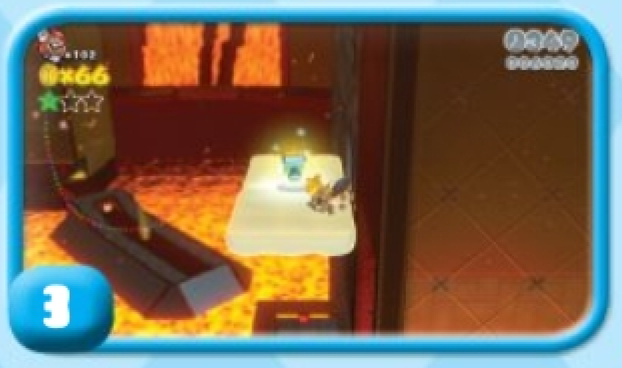
STAMP

The Stamp is on a cloud platform that hovers just above the first Green Star. The Cat Power-Up is required to reach it.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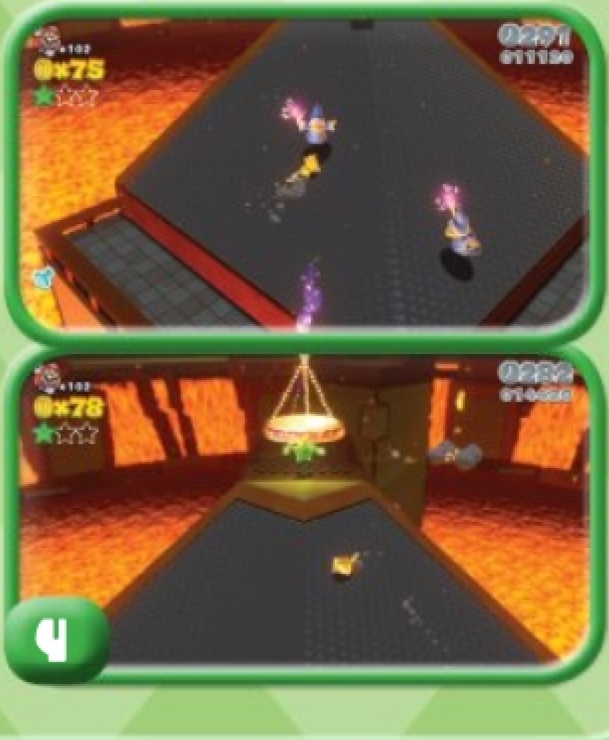
GREEN STAR #2

The roof of the tower is guarded by three Magikoopas. Beating them causes the second Green Star to appear. If you still have the Cat Power-Up at this point, try to hold on to it for the later part of the level. After this fight, take the gondola over to the next tower.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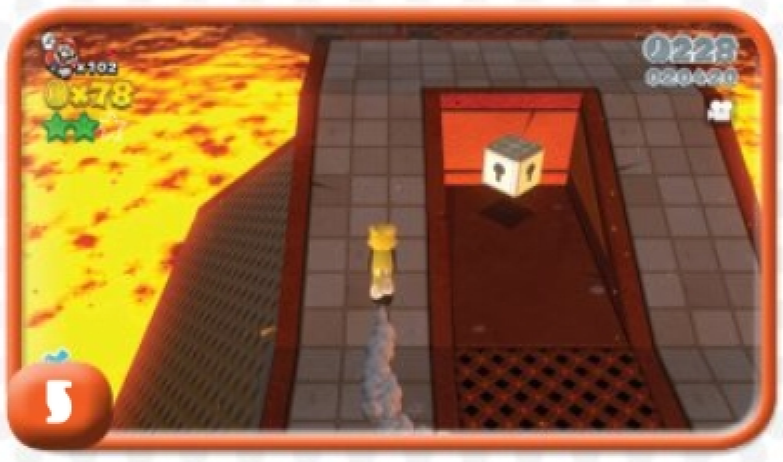
After the Checkpoint Flag, you come across a locked Warp Box. You must climb the next tower to retrieve all the Key Coins before you can exit the level.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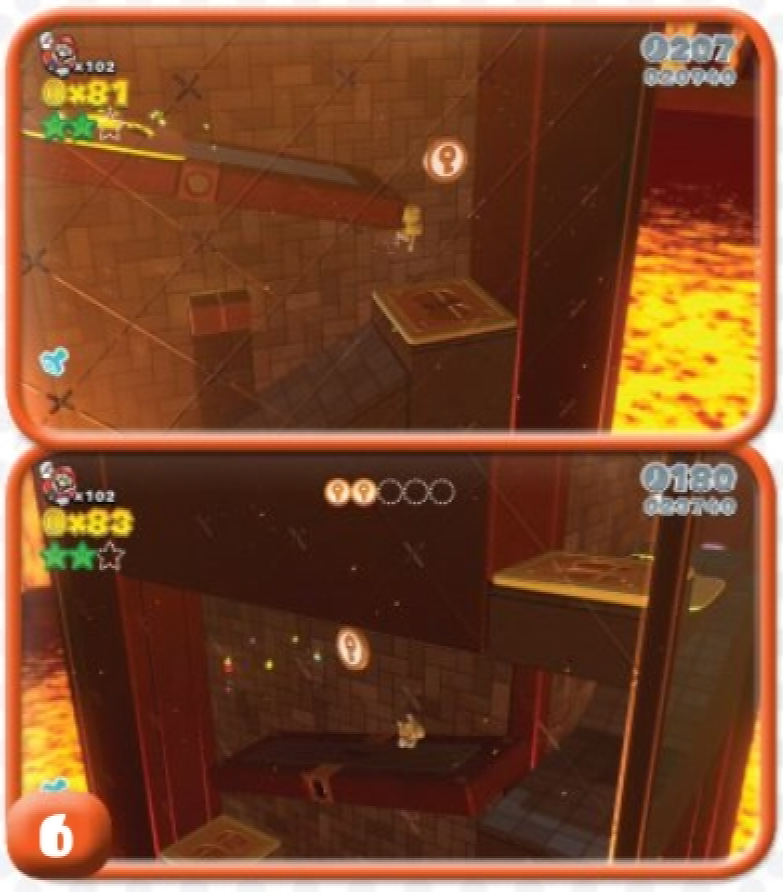
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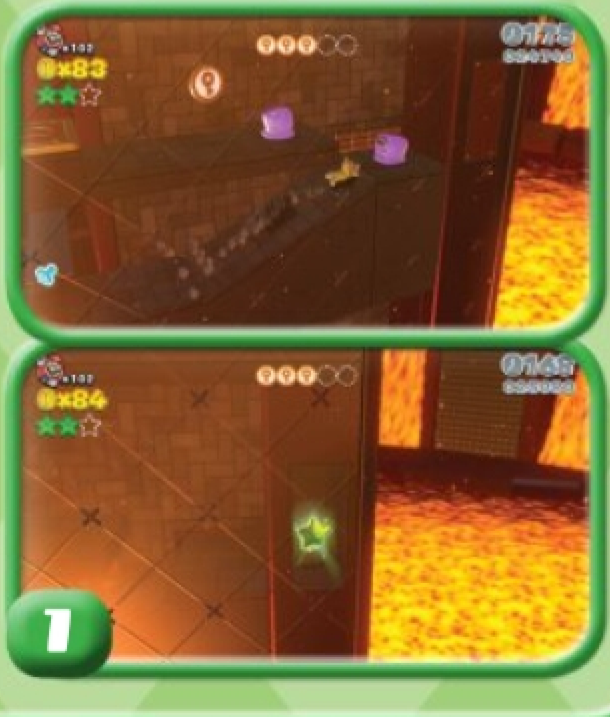
The Key Coins are not actually hidden, so the climb is not about hunting down well hidden items. You find all five Key Coins as you climb up the tower past enemies that try to slow down your progress.

GREEN STAR #3

Just past the third Key Coin and next to the fourth, you see a set of breakable blocks in the base of the tower wall. Defeat the nearby enemy, then break open the blocks to find a hidden passage with the Green Star.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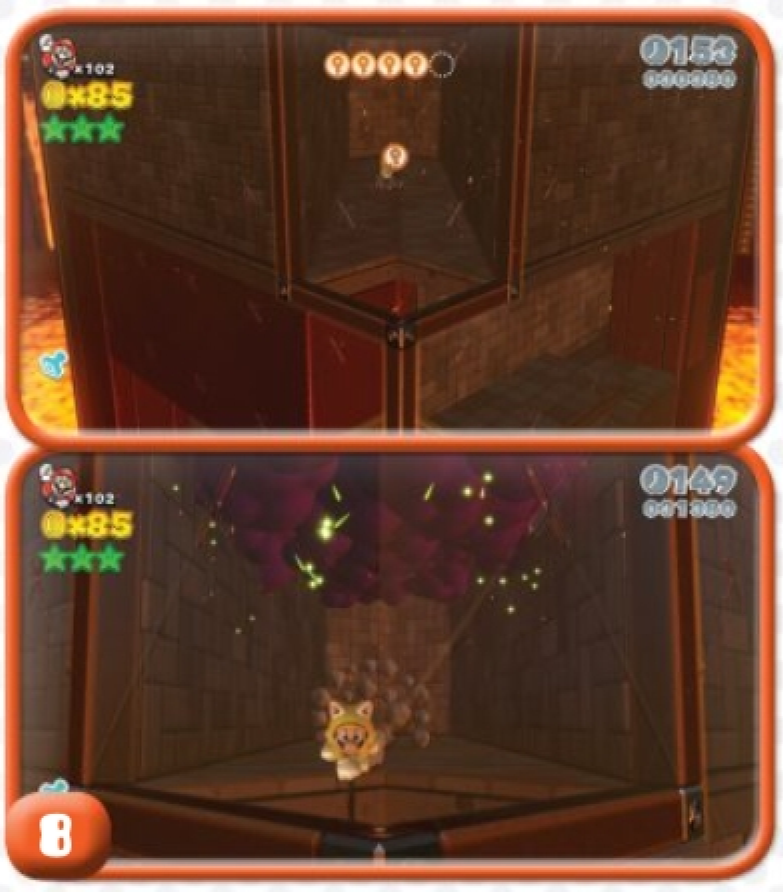
As soon as you collect the fifth Key Coin, a poison fog starts to flood the tower from the roof. You need to race back down the tower and reach the unlocked Warp Box. If the poison fog hits you, it'll cost you a life.The Warp Box takes you to the Goal Pole zone, so this is the final stretch!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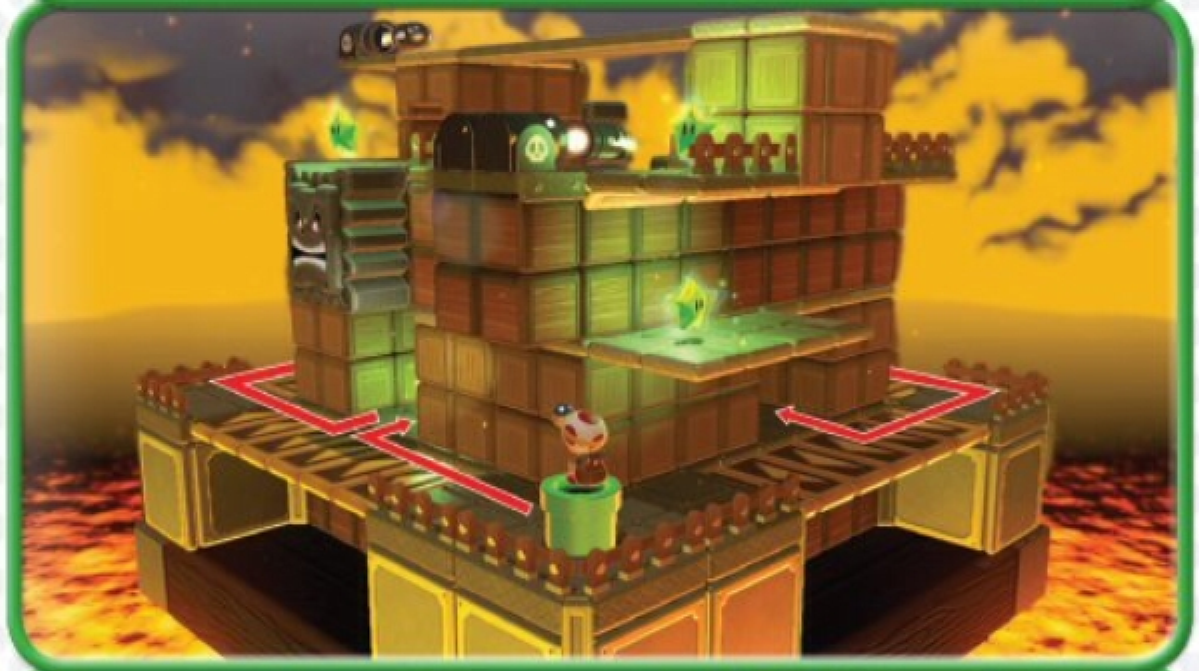
WORLD CASTLE:

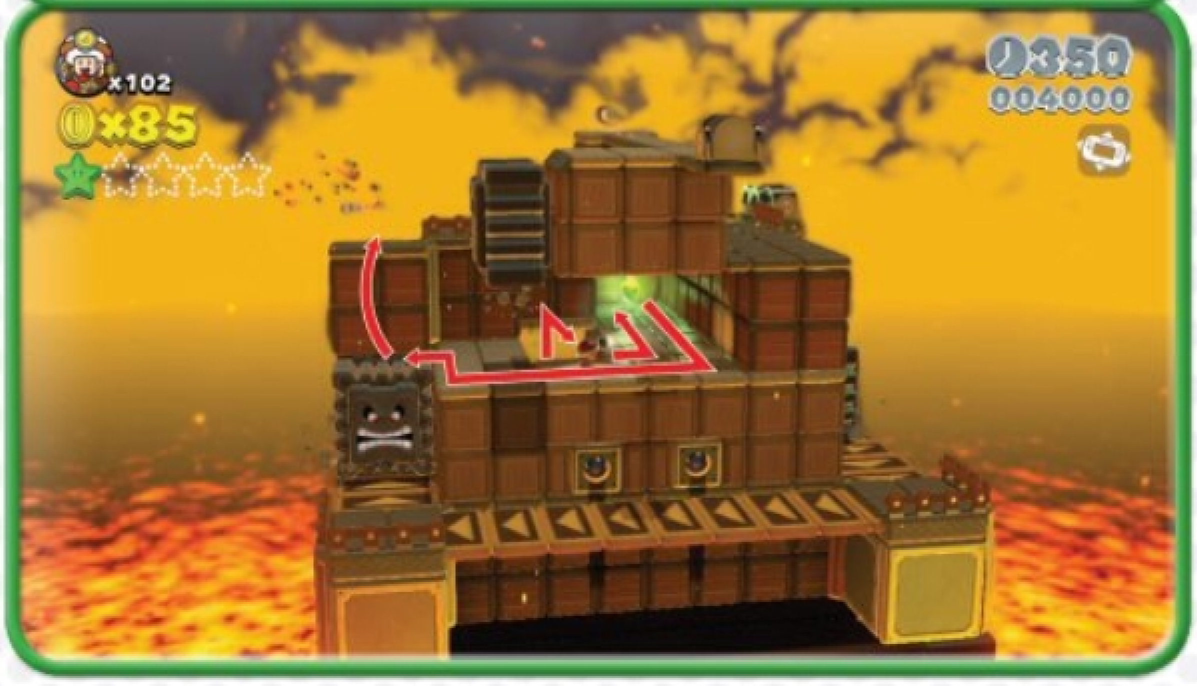
Captain Toad Gets Thwomped

GREEN STAR #1 AND #2

From where you start, walk forward toward the Thwomp, and slip into the alcove behind it to collect the first Green Star. The conveyor belts move fast enough that Captain Toad, in a full sprint, can only barely keep his place. To reach the second Green Star, you'll need to walk around the whole level, avoiding Bill Blasters fired from Bill Blasters, to eventually reach a passage that was to the right of where the level began.

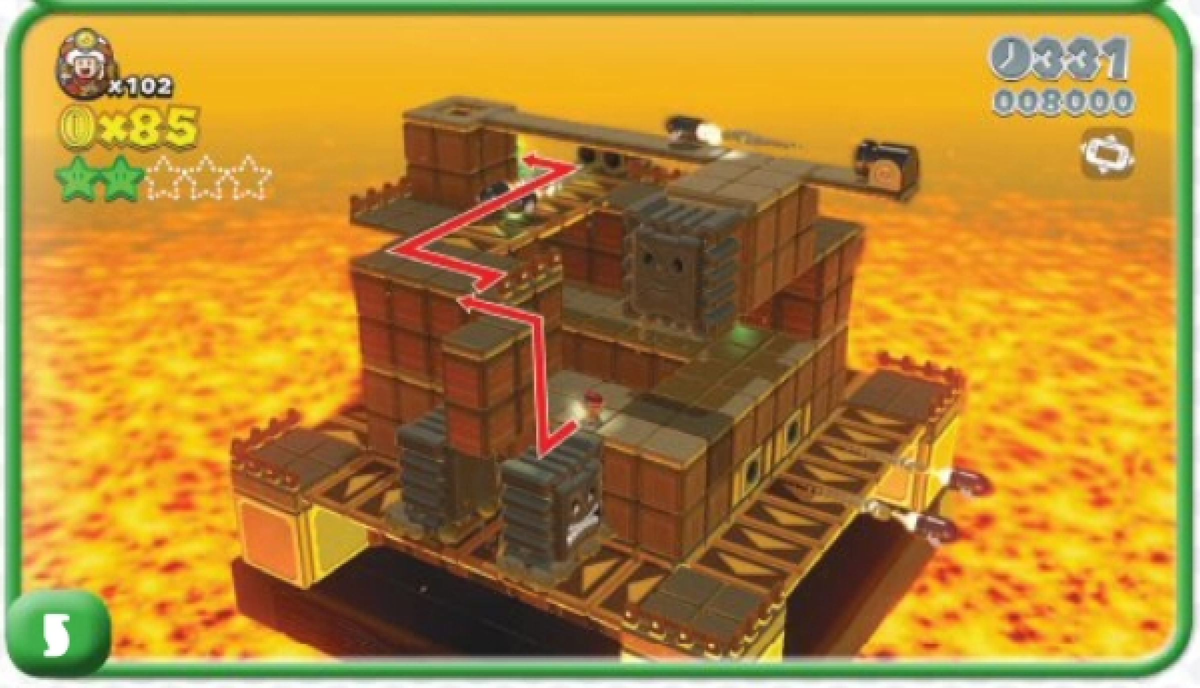
Inside this area is a Thwomp that you can use to ride up to the next section of the level, which is also where the second Green Star is located. Use a Thwomp to reach the next part of the tower.





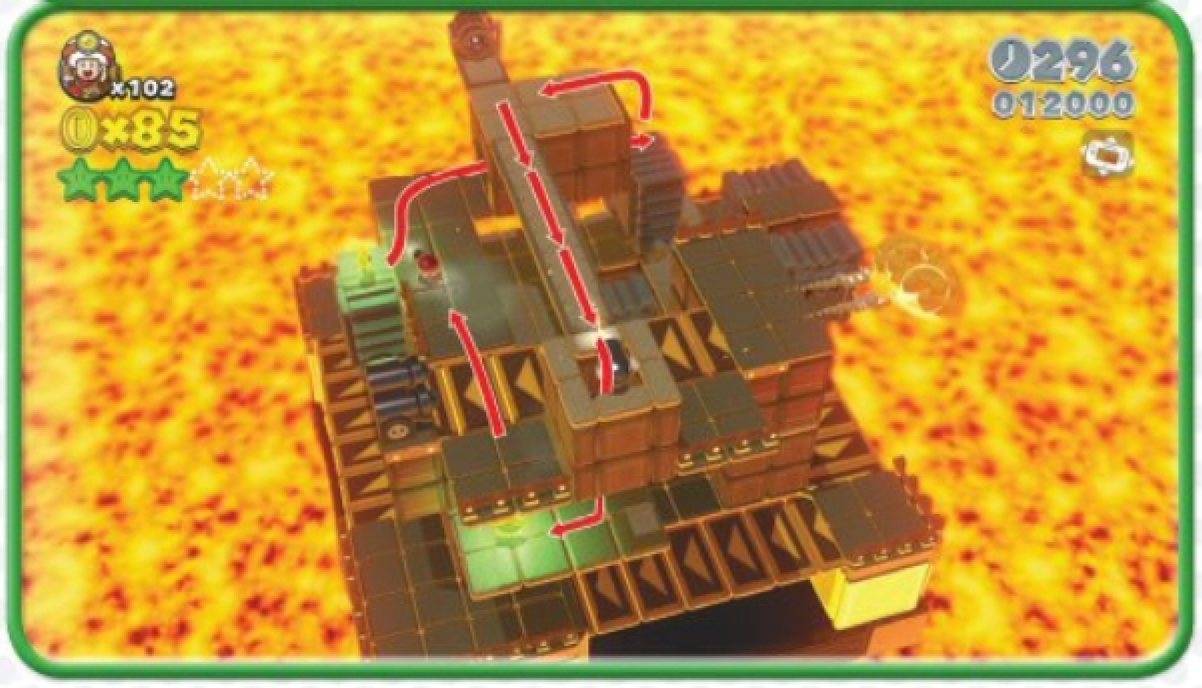
GREEN STAR #3

After the Thwomp delivers you to the this floor, you have to run across a conveyor belt that has two cannons firing Bullet Bills at you. Time your run to avoid getting hit, then make a quick left to reach the third Green Star.

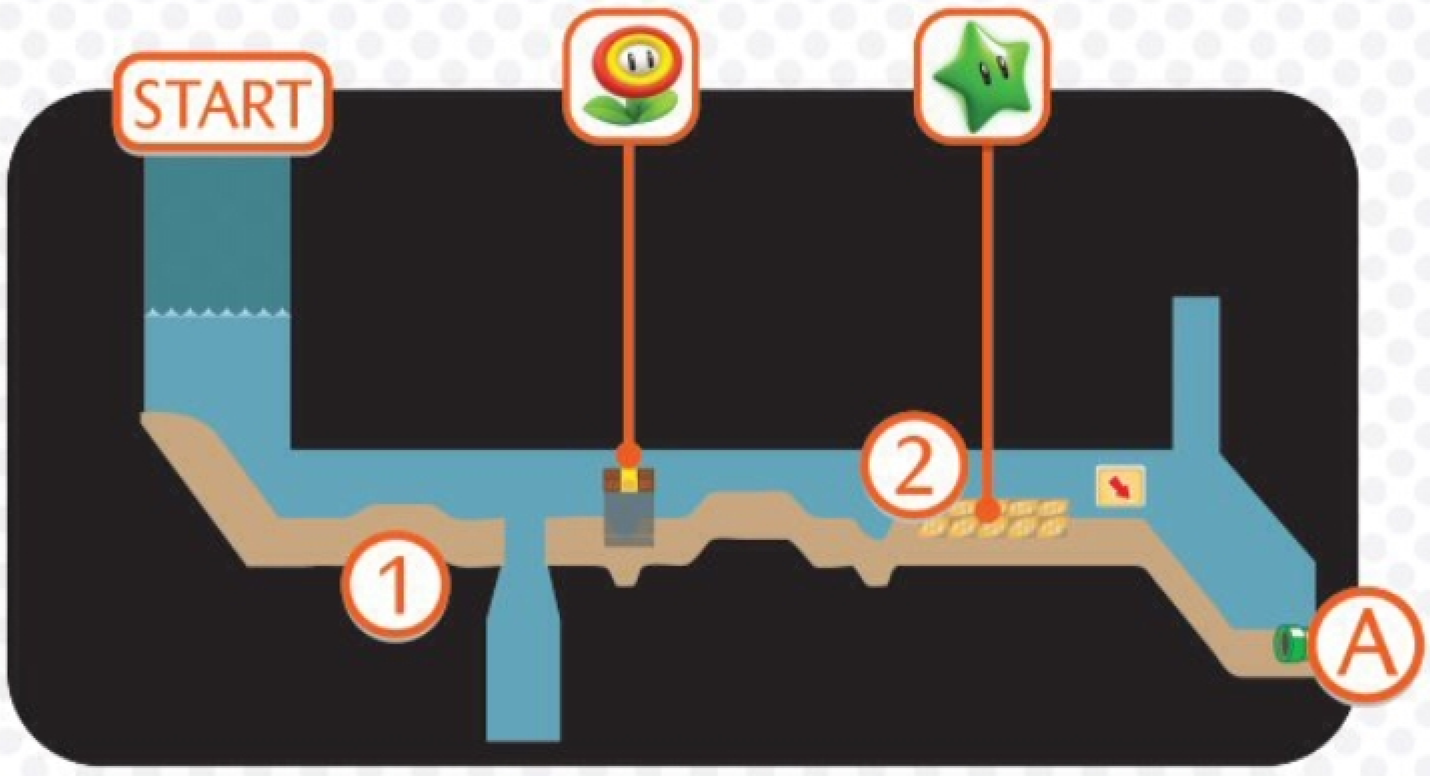


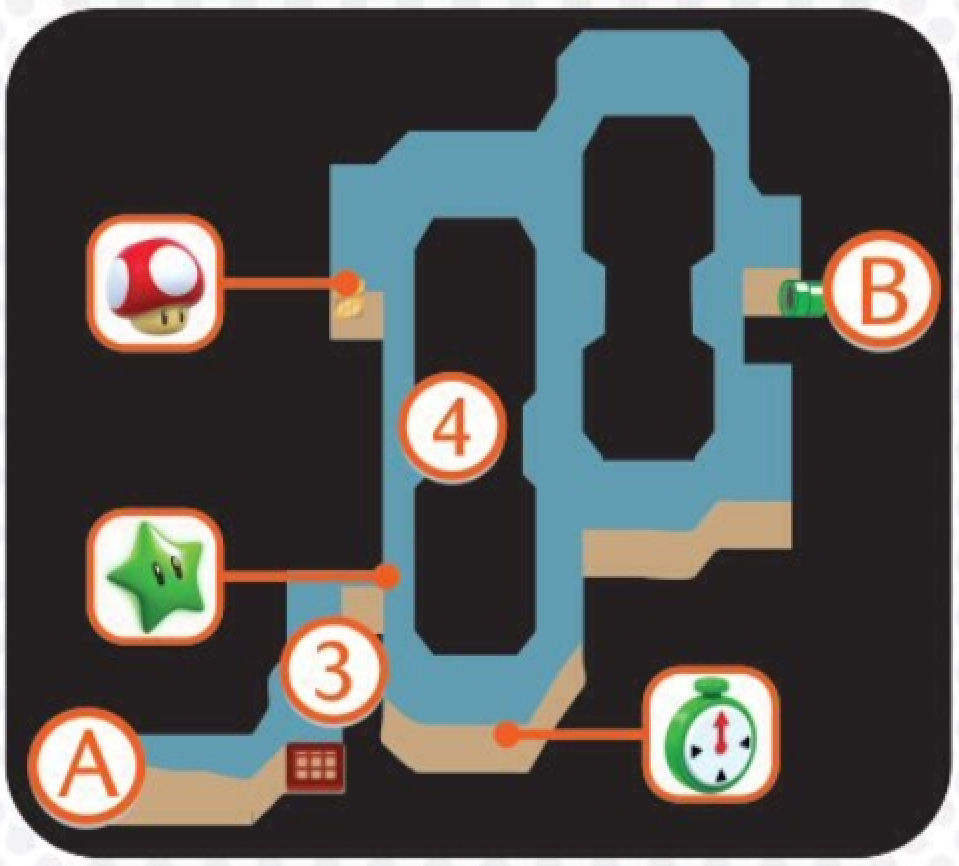
GREEN STAR #4 AND #5

Now run across the conveyor belt and wait for the Thwomp carrying the fourth Green Star to rise up for you to collect it . Next, go into the tunnel nearby and get to the Thwomp that is rising up toward the highest floor of the level. Ride up and then wait for the Bullet Bill cannon to fire a shot, and follow the enemy until you fall into a small gap in the ground. You end up right next to the fifth Green Star.



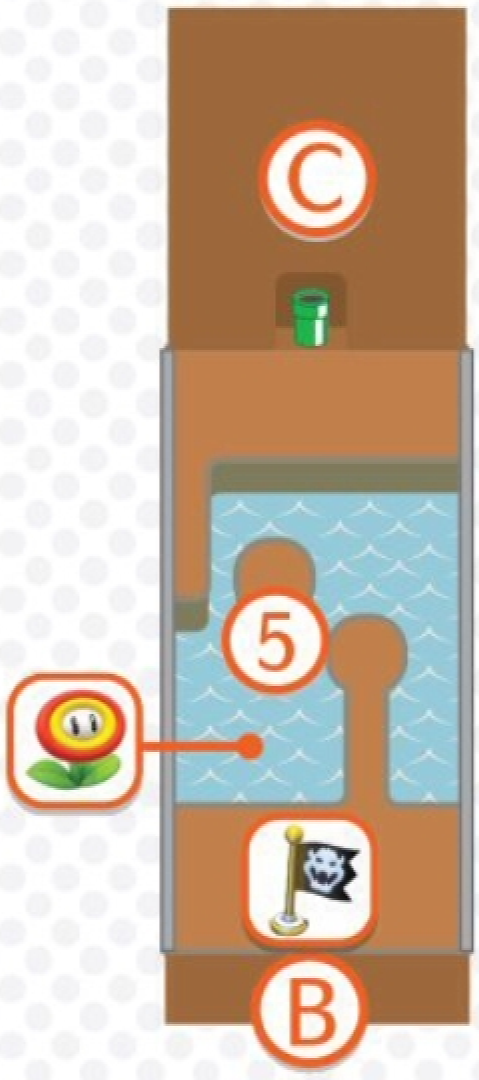
WORLD CASTLE-6:
Rammerhead Reef

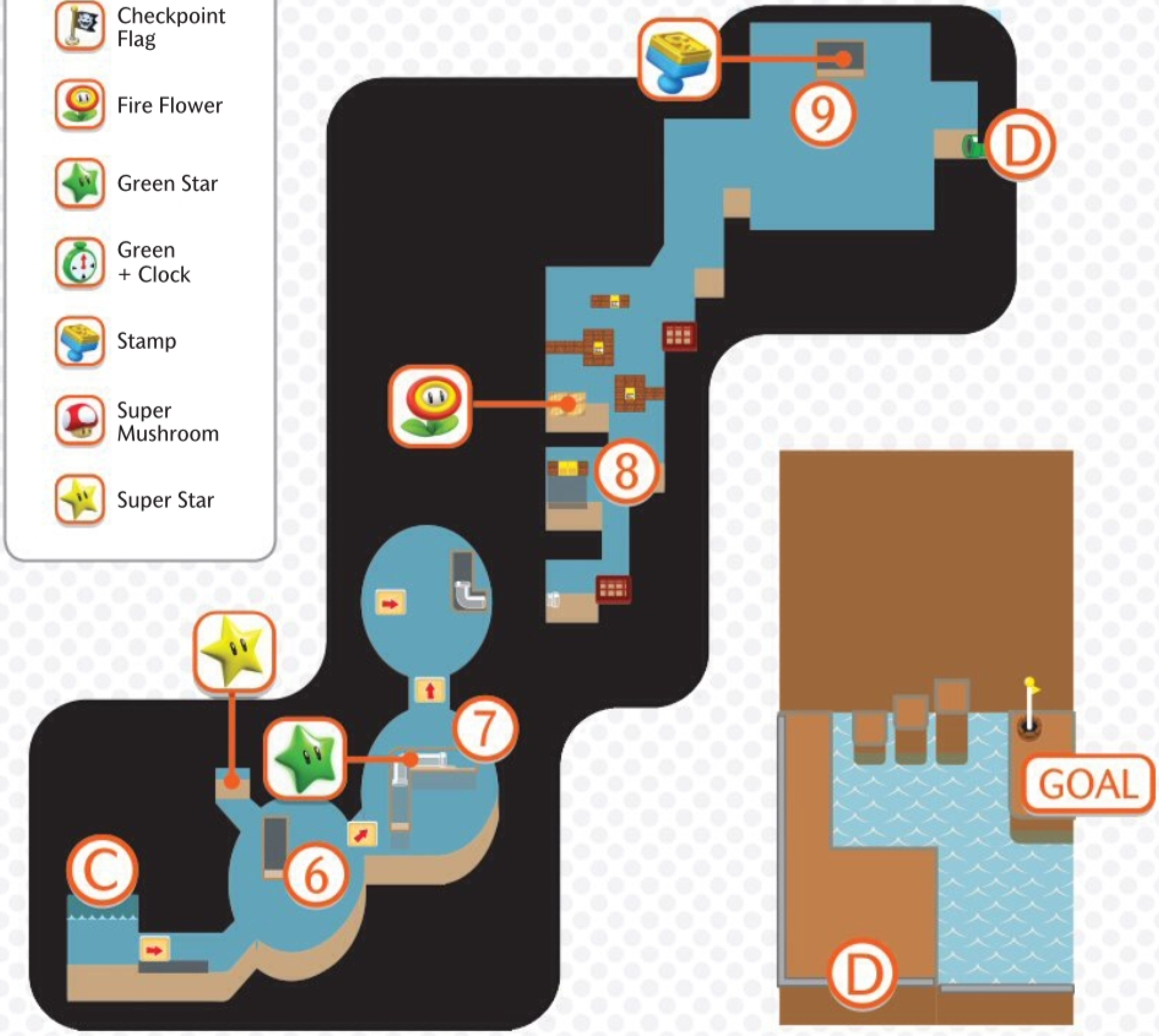




LEGEND

- Checkpoint Flag
- Fire Flower
- Green Star
- Green + Clock
- Stamp
- Super Mushroom
- Super Star

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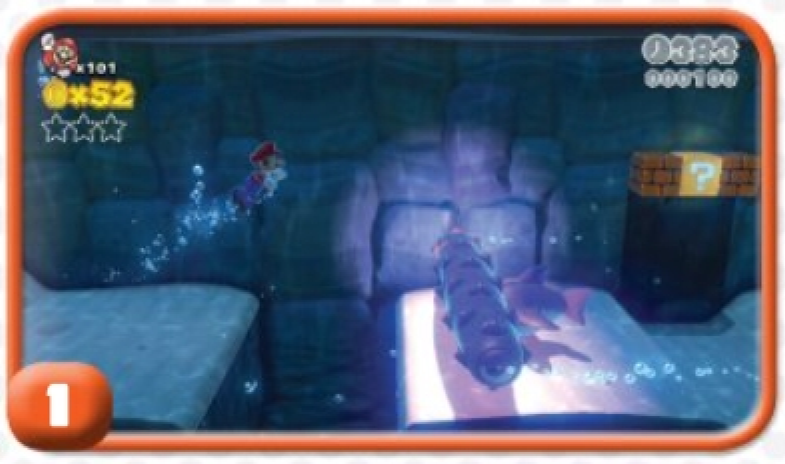
GOAL

Rammerhead Reef

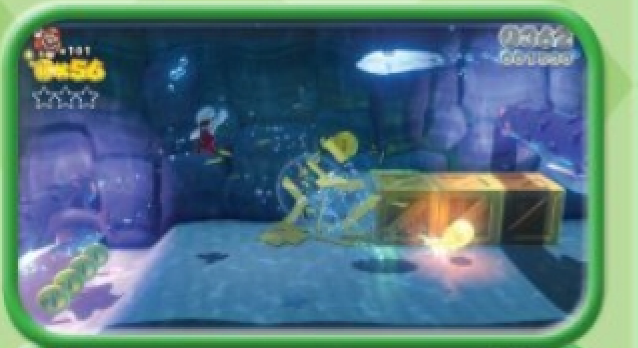


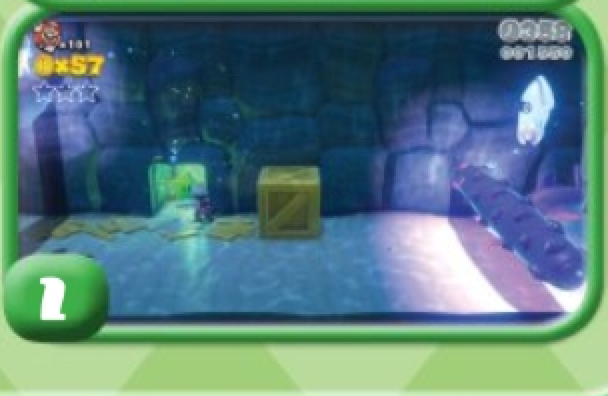
1

Steer clear of the Rammerheads as best you can, and watch out for their wave-like swimming paths.

GREEN STAR #1

A row of wooden crates on the ground can be destroyed to reveal the first Green Star.





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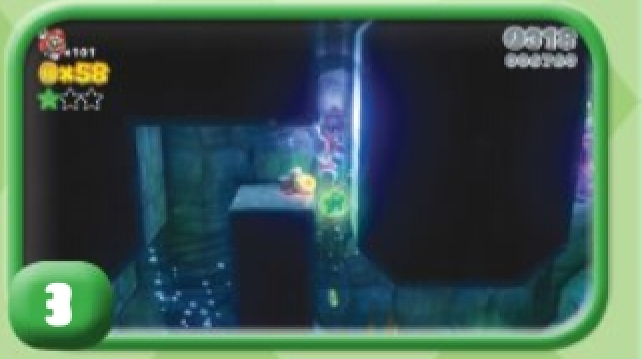
GREEN STAR #2

The next section of the level has you swimming around narrow passages while Rammerheads swim through them. However, these Rammerheads are dragging bubbles with helpful items behind them, and one of them is the second Green Star.



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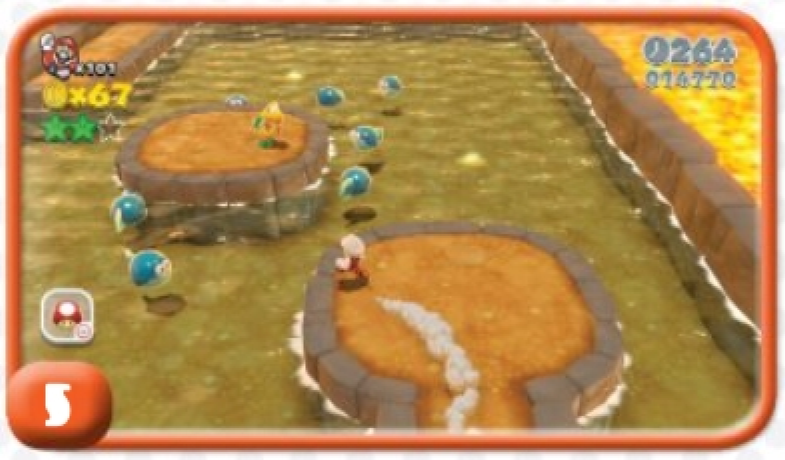
4

The Rammerheads can outswim you, and in the narrow passages that can be a problem. If it looks like they're going to catch you, make for the closest safe spot you can see, and wait for them to pass.

The pool beyond the Checkpoint Flag is infested with Madpoles. You can use the Koopa Troopa's shell to quickly wipe them out. Additionally, the glowing spots on the floor can be ground pounded for some extra Coins and items.



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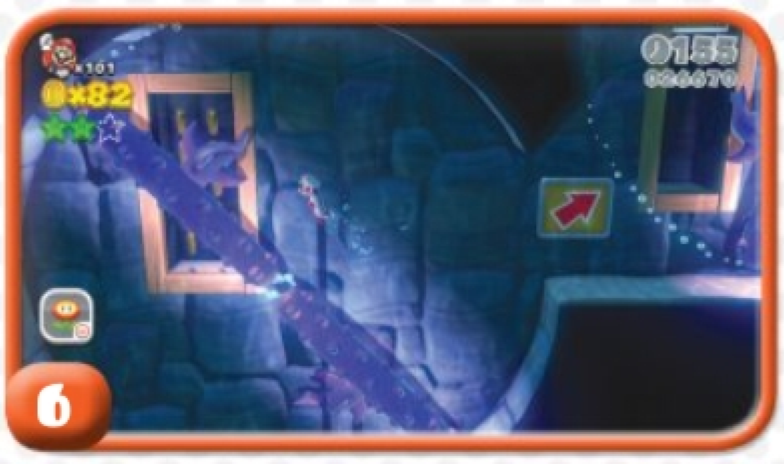
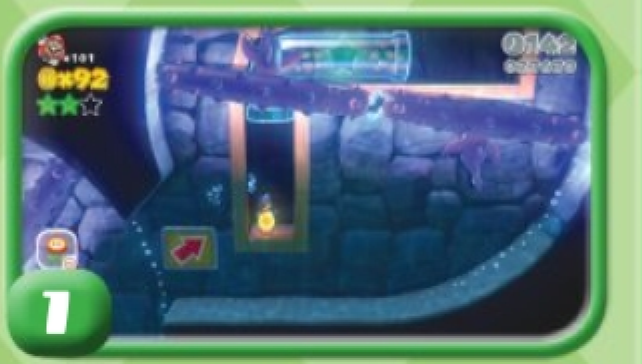


6

Use the alcoves on the walls to escape the Rammerheads swirling around these areas whenever necessary.

GREEN STAR #3

To safely reach the third Green Star, you have to destroy the spike balls inside the Clear Pipe there. You can use a Fire Flower, or you can grab a Super Star from nearby to destroy the Spike Balls.



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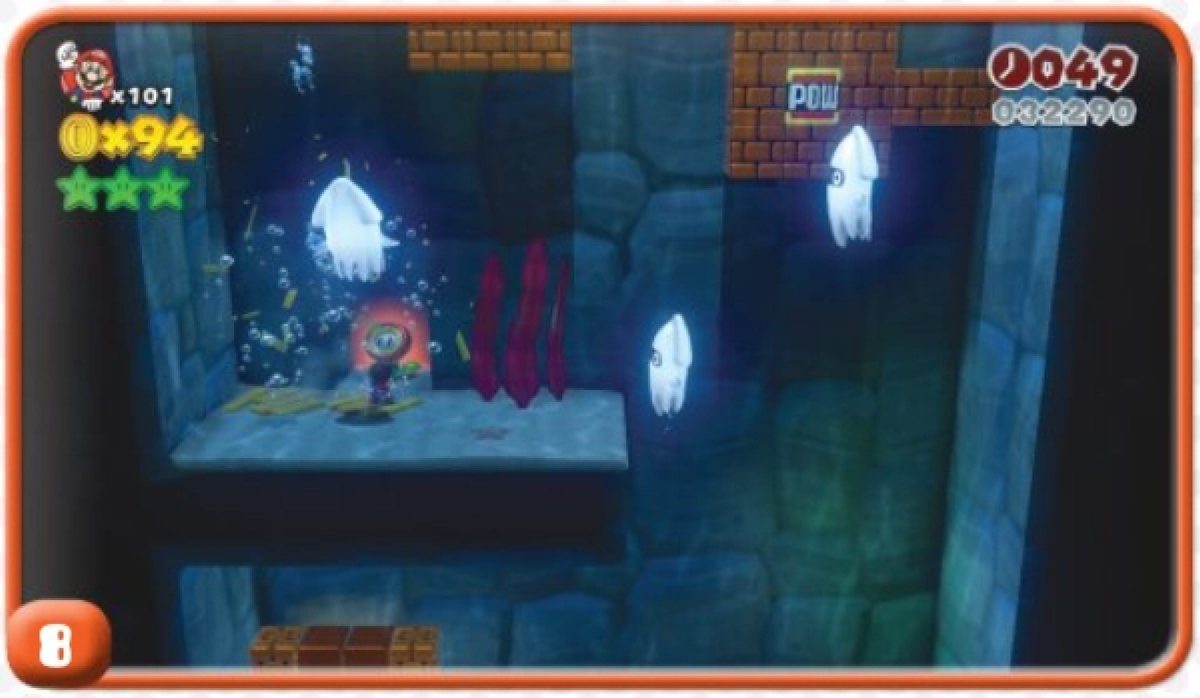
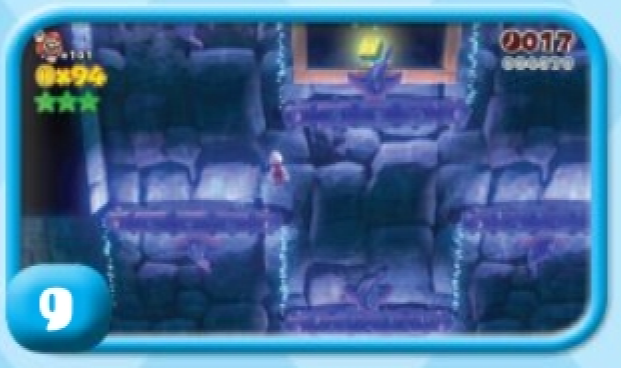


8

Bloopers can make this section a pain. Fortunately, you can find a Fire Flower if you need it, and the Red POW Blocks in the area are useful for defeating the Bloopers.

STAMP

The Stamp can be found by swimming higher into this room filled with Rammerheads. You'll have to swim fast to avoid the ones coming from below and reach the Stamp's alcove before you're hit by an enemy. The exit to the Goal Pole zone is very close!



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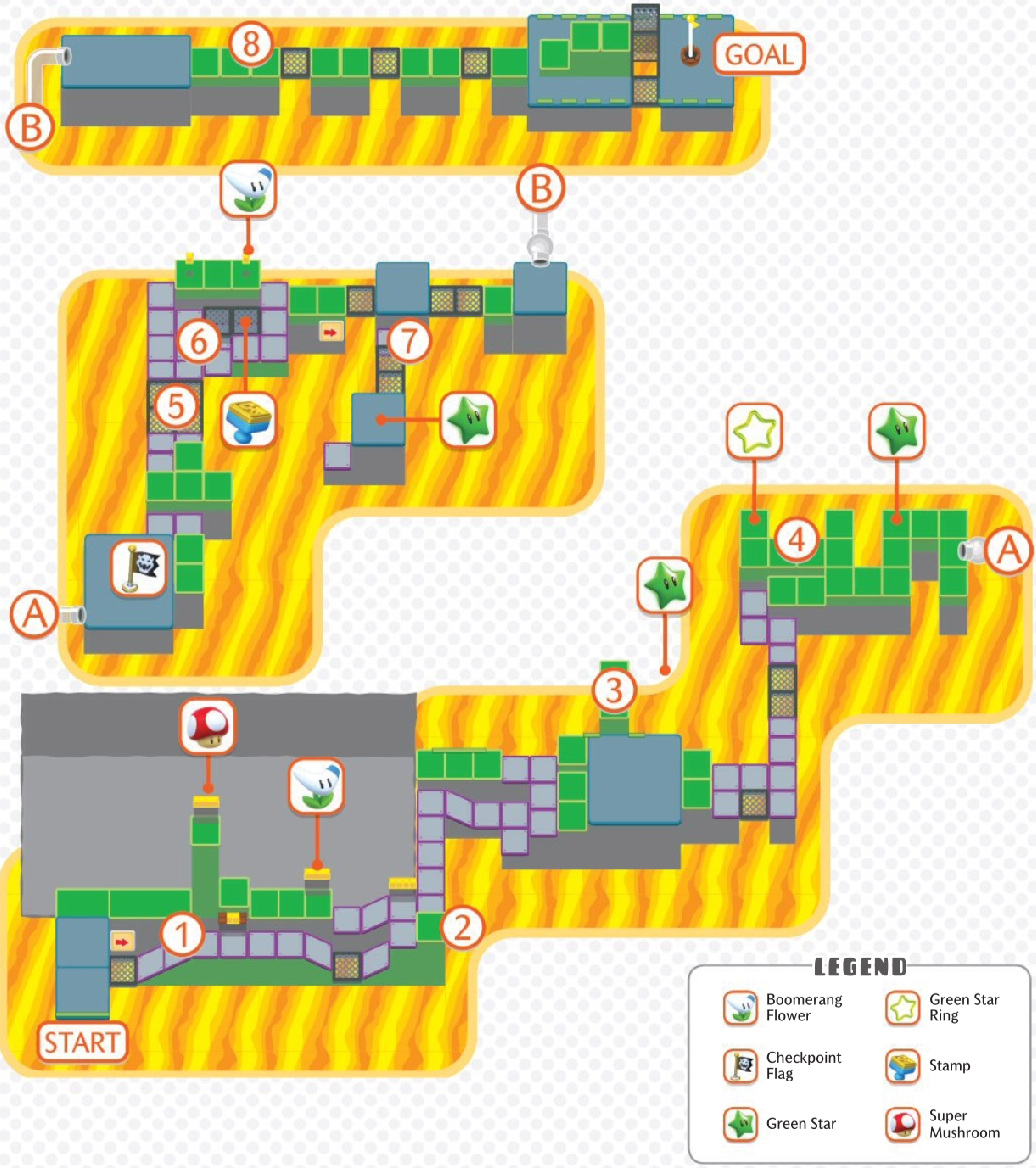
WORLD CASTLE-7:
Simmering Lava Lake


8
GOAL
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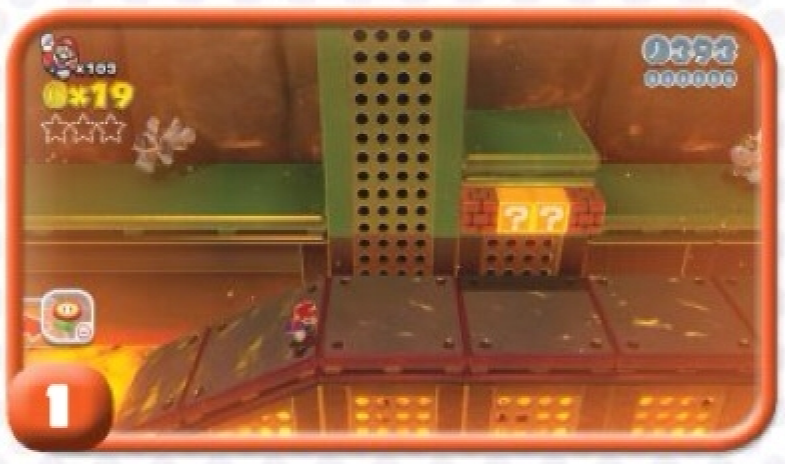
START
LEGEND
Boomerang Flower
Green Star Ring
Checkpoint Flag
Stamp
Green Star
Super Mushroom

The lava lake in this level regularly rises and falls, engulfing large portions of terrain. Touching means immediately losing a life. If you're standing on ground that is still glowing in places, you don't want to be there when the lava comes rising back up.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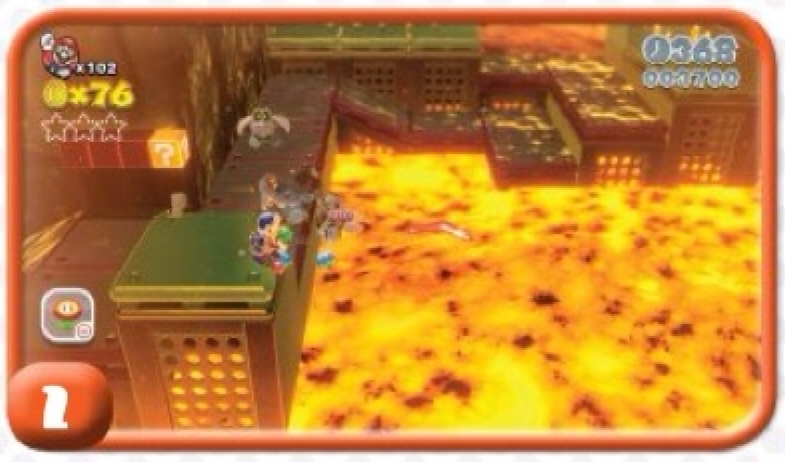
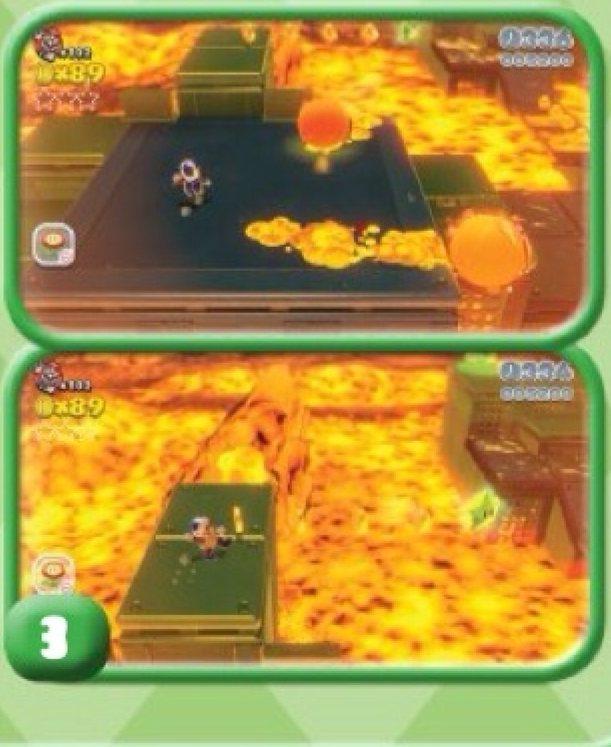

2

You can get a Boomerang Flower from these ? Blocks, and it's a vital tool for this level. Drop these annoying Parabones into the lava with a good boomerang toss.

GREEN STAR #1

The platform next to the first Green Star is attacked by Splorches, and you must either avoid them or push them into the lava with boomerangs. The star itself can safely be retrieved with boomerangs as well. Peach also is a solid choice, thanks to her floating ability.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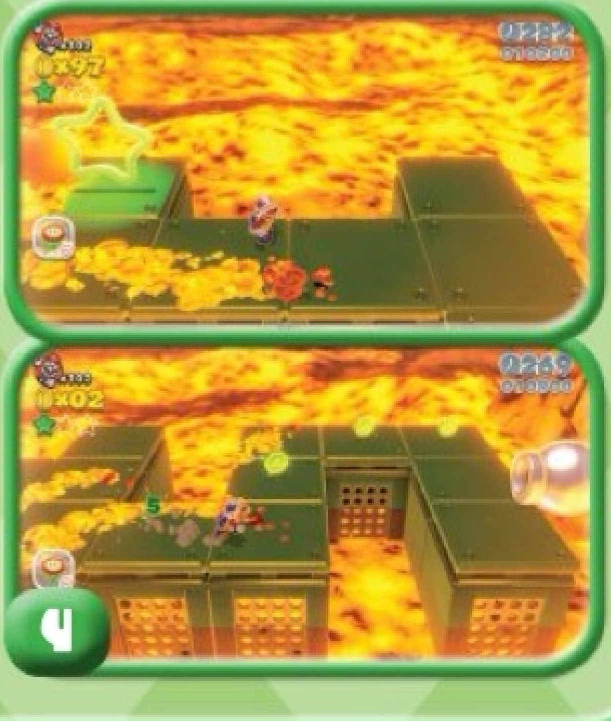
GREEN STAR #2

Getting past the Splorch next to the Green Star Ring and then collecting the Green Coins that appear can be very difficult without the Boomerang Power-Up. It pays to keep this Power-Up handy!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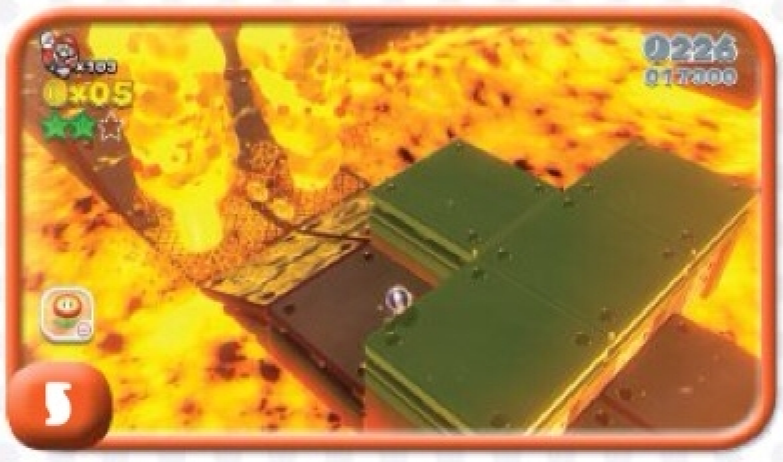
Watch out for lava geysers, even after the lake itself subsides. These typically come from easy-to-spot grating on the ground.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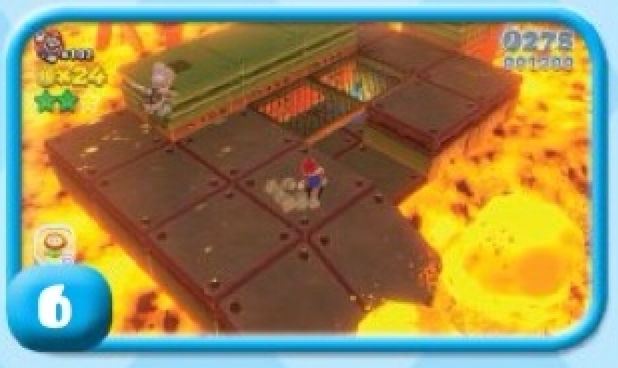
STAMP

The Stamp is underneath a grate in a section that will clearly be swallowed up by the lava lake. As soon as it's safe, dash in, get the Stamp, and get out.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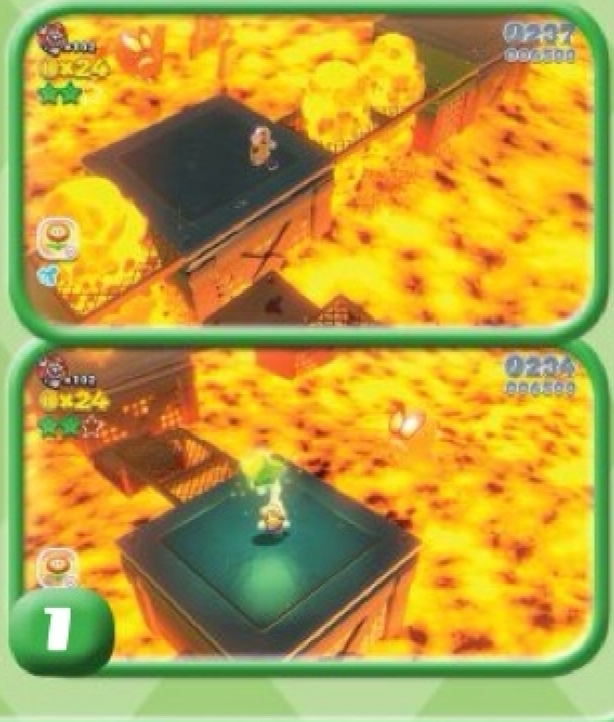
GREEN STAR #3

Not far from the Stamp is a platform connected by walkways with lava geysers shooting up through them. The platform itself is attacked by a Splorch. Wait for the lake to subside, then follow a side path up to reach the final Green Star.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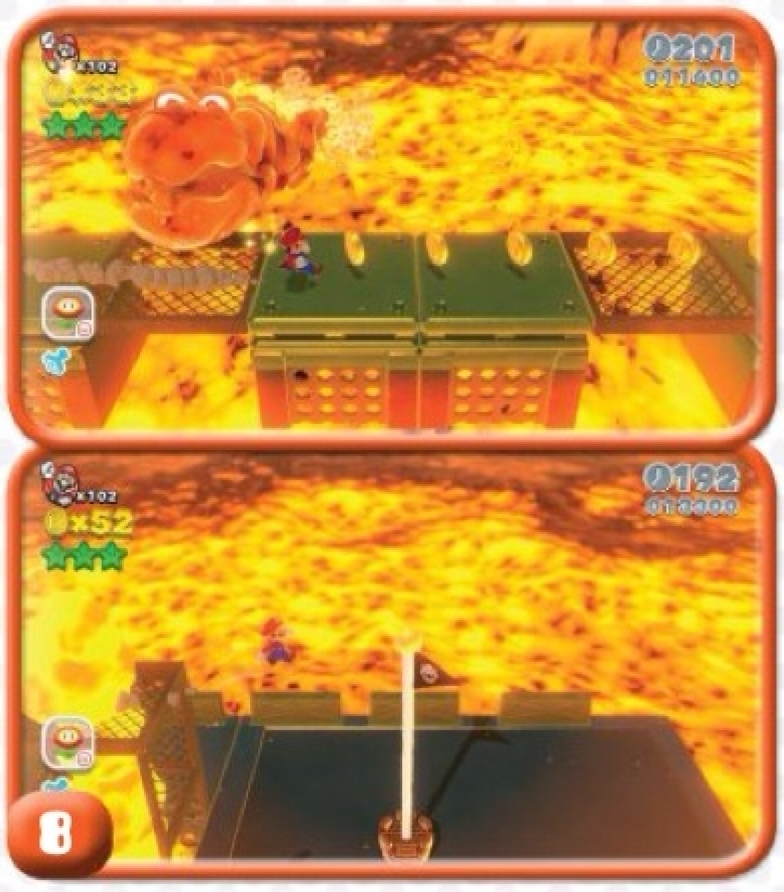
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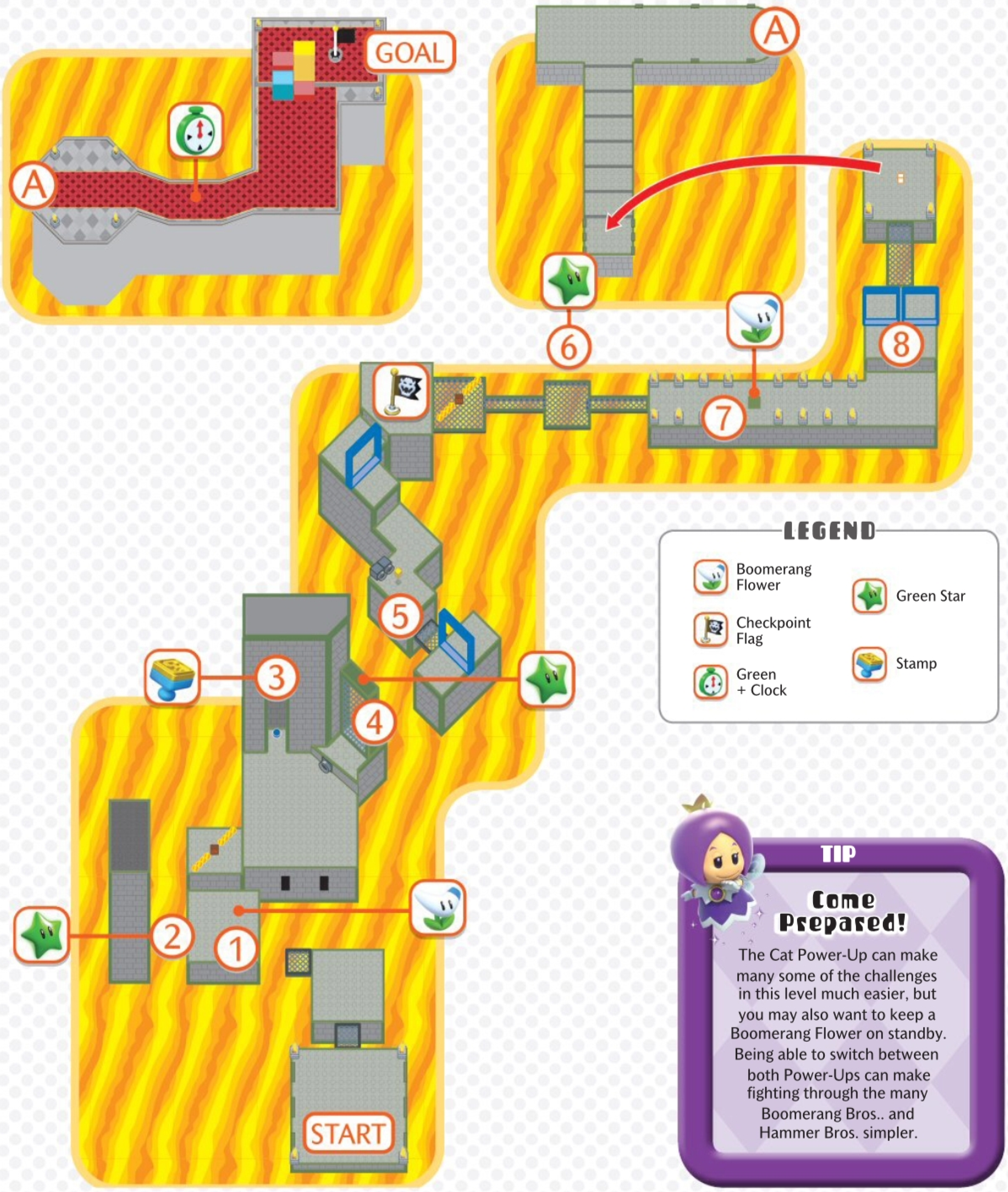
The last dash to the Goal Pole requires you to stay on the run constantly to avoid being hit by the Charvaarghs leaping out of the lava. Unfortunately, Princess Peach is in a bit of trouble here. Even in a full sprint, she's not fast enough to outrun the Charvaarghs! You'll have to trick them before crossing the grating.

WORLD CASTLE-CASTLE:

Bowser's Lava Lake Keep


GOAL
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START
LEGEND
Boomerang Flower
Checkpoint Flag
Green + Clock
Green Star
Stamp

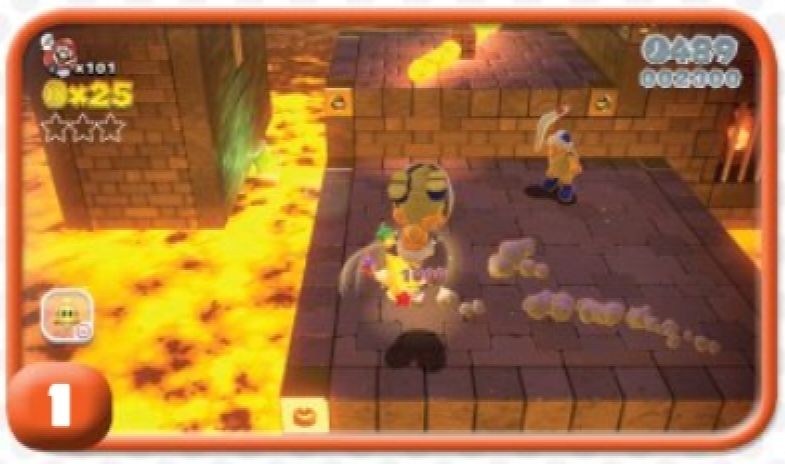
TIP

Come Prepared!

The Cat Power-Up can make many some of the challenges in this level much easier, but you may also want to keep a Boomerang Flower on standby. Being able to switch between both Power-Ups can make fighting through the many Boomerang Bros.. and Hammer Bros. simpler.

Bowser's Lava Lake Keep

Throughout this level, Boomerang Bros. and Hammer Bros. are a constant presence. Don't panic while fighting them and throw yourself into the lava by accident.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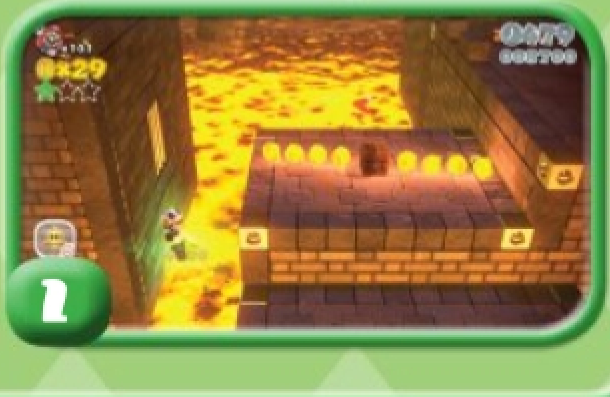
GREEN STAR #1

This can be a tough Green Star to reach. You need to jump to the wall just above the star, allow yourself to slide into it, then wall jump to safety before you touch the lava.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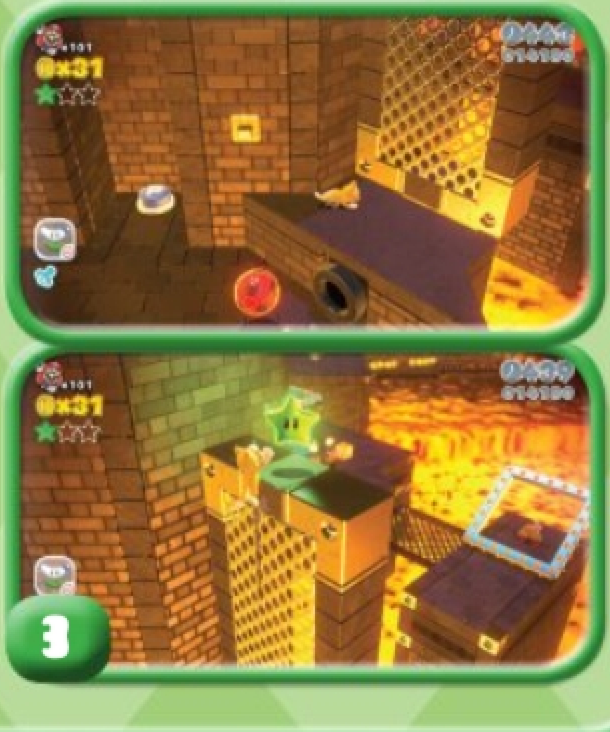
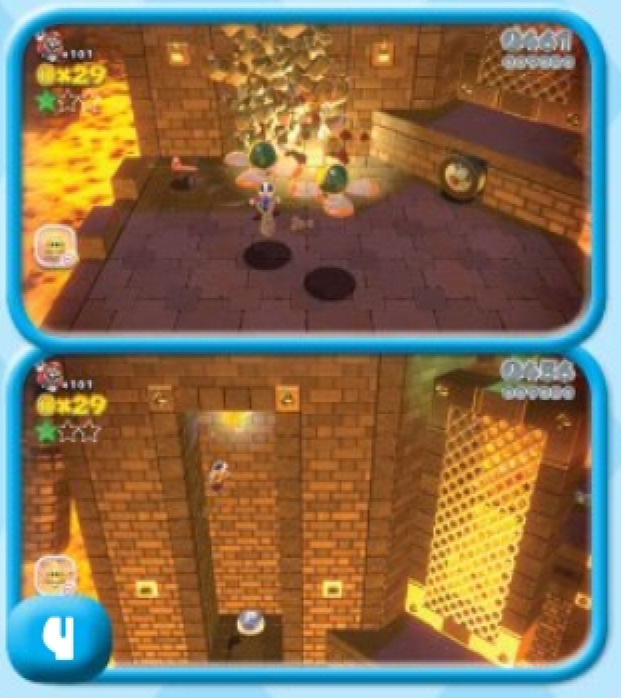
GREEN STAR #2

This is a key reason why a Cat Power-Up is needed for this level. The fencelike obstacle is a bridge that lowers into place once you hit the P Switch. You need to climb this bridge before it's lowered in order to reach the second Green Star.

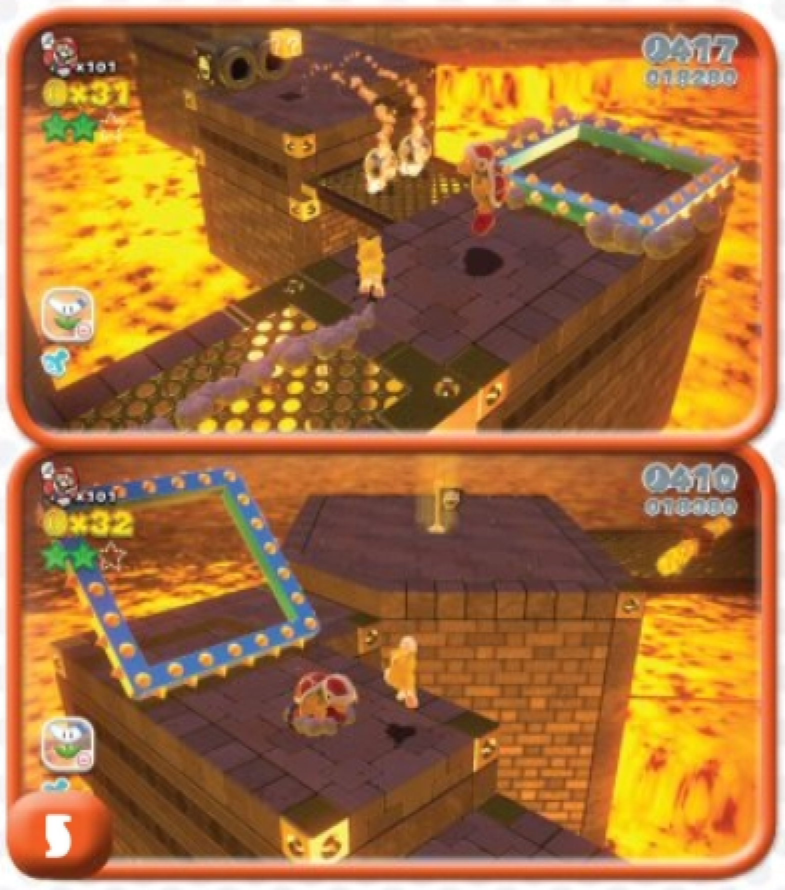

3

STAMP

The Stamp is behind a brick wall that you can destroy with Kick Bombs provided by a nearby cannon. Don't hit the P Switch just yet! Wall jump up the newly revealed alcove until you see the Stamp, then get back to the ground. Don't hit that P Switch yet!

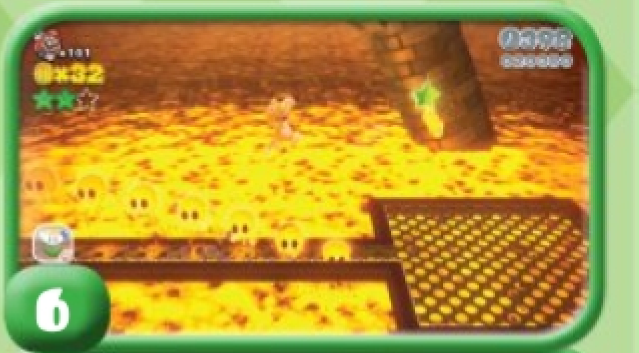

4

A Fire Bro, Ka-thunk and a set of bomb cannons kick off the start of a short but intense gauntlet of running, jumping, and stomping. This is the other reason why a Cat Power-Up is so good for this level. You can easily cut corners over the lava using the Cat Power-Up's Claw Drive.


5

GREEN STAR #3

The last Green Star can be reached only with a Boomerang Power-Up, but you may not have one handy. If you cross the narrow bridge into the next section, jump up from the odd tile on the ground, a ? Block with a Boomerang Flower will appear.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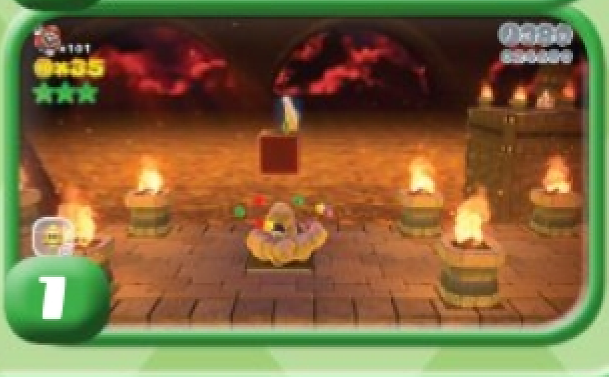
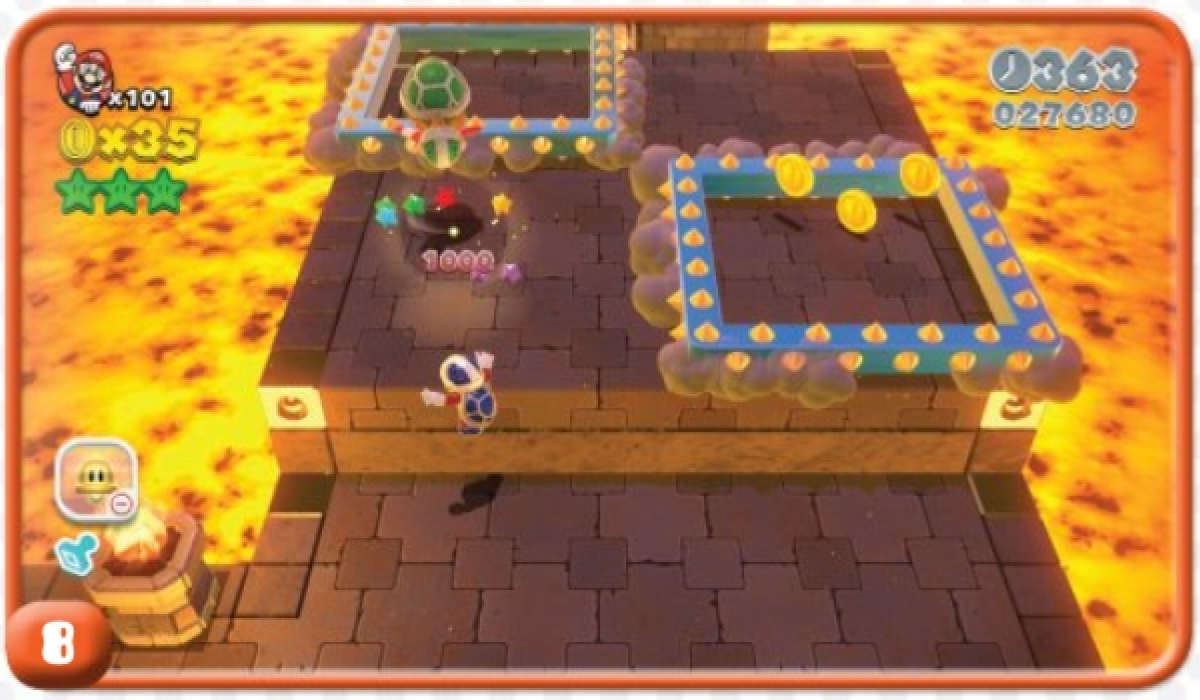
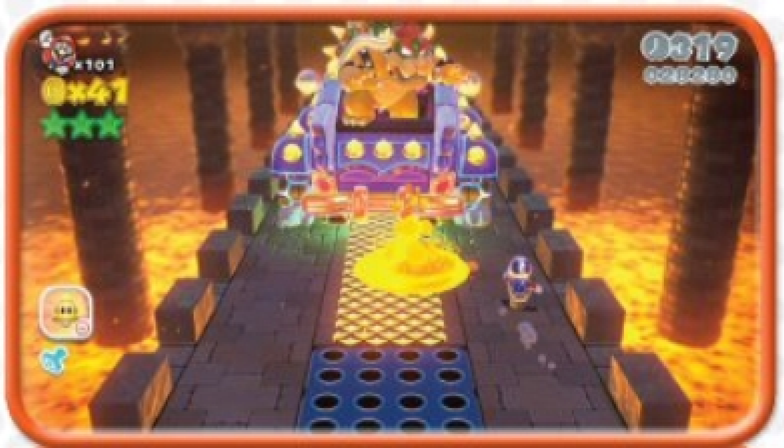

7

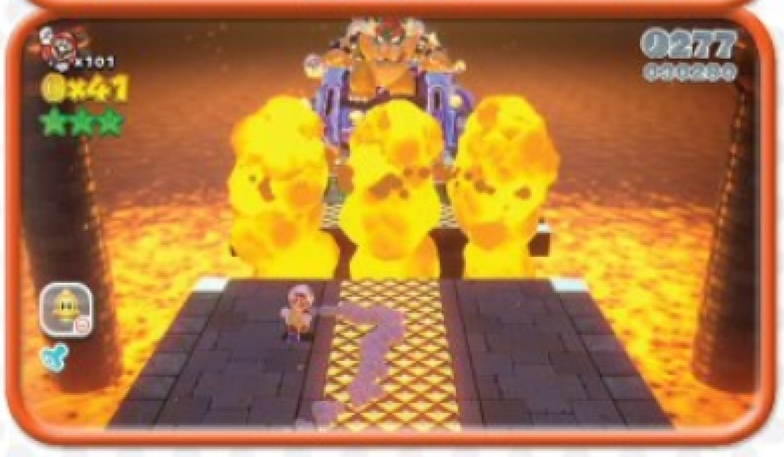

8

Hammer Bros. and more Ka-thunks bar the way to the boss battle of this castle. Once again, the Boomerang Power-Up shows its worth here. Defeating the Hammer Bros. causes a Warp Box to appear.

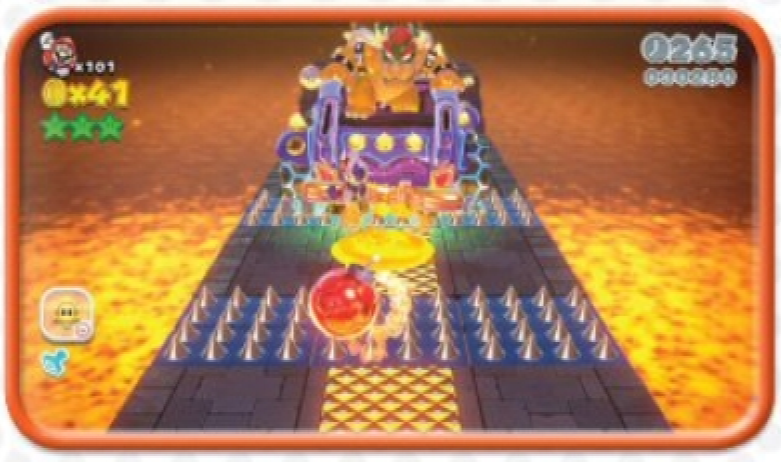
BOSS BATTLE: A Highway Showdown Runback

If this were a contest of who had the raddest ride in all of the kingdoms, Bowser would be the uncontested winner. Unfortunately for him, this isn't the case.

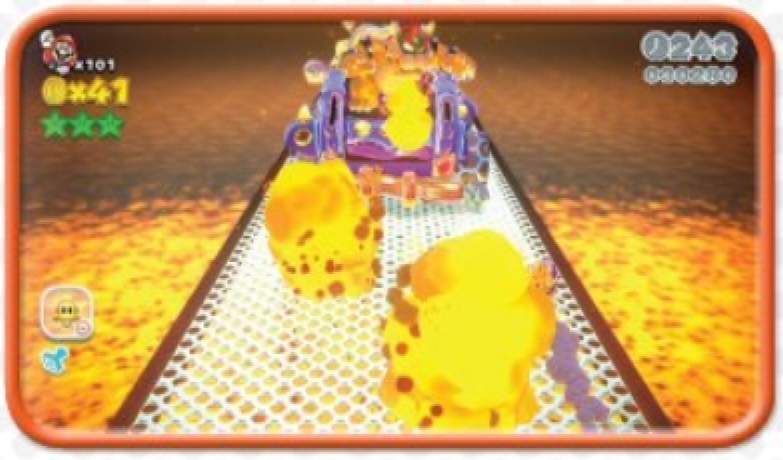




In a lot of ways, this fight is more or less a repeat of the World 1 boss battle. However, Bowser and the road itself work harder to make your life difficult. Expect more pitfalls in the road, along with more spike traps. Oftentimes a gap in the road means a lava geyser is going to shoot out of it. Bowser spits lava more often, too, and he tries to sneak in more primed Kick Bombs into his barrages to catch you off guard.



It's easy to get impatient while waiting for chances to launch Kick Bombs at Bowser, especially after he takes his first direct hit. The track starts throwing more traps your way, and Bowser stalls with constant lava spit barrages, rather than throwing convenient bombs to kick back at him. Stay calm and make every kick of a bomb count. It takes three direct hits to bring the King of the Koopas down. If you keep hitting the car, you'll only drag the battle out for too long and then you're sure to run out of time. If you still have a Boomerang Power up, you can deal direct damage to Bowser's car.



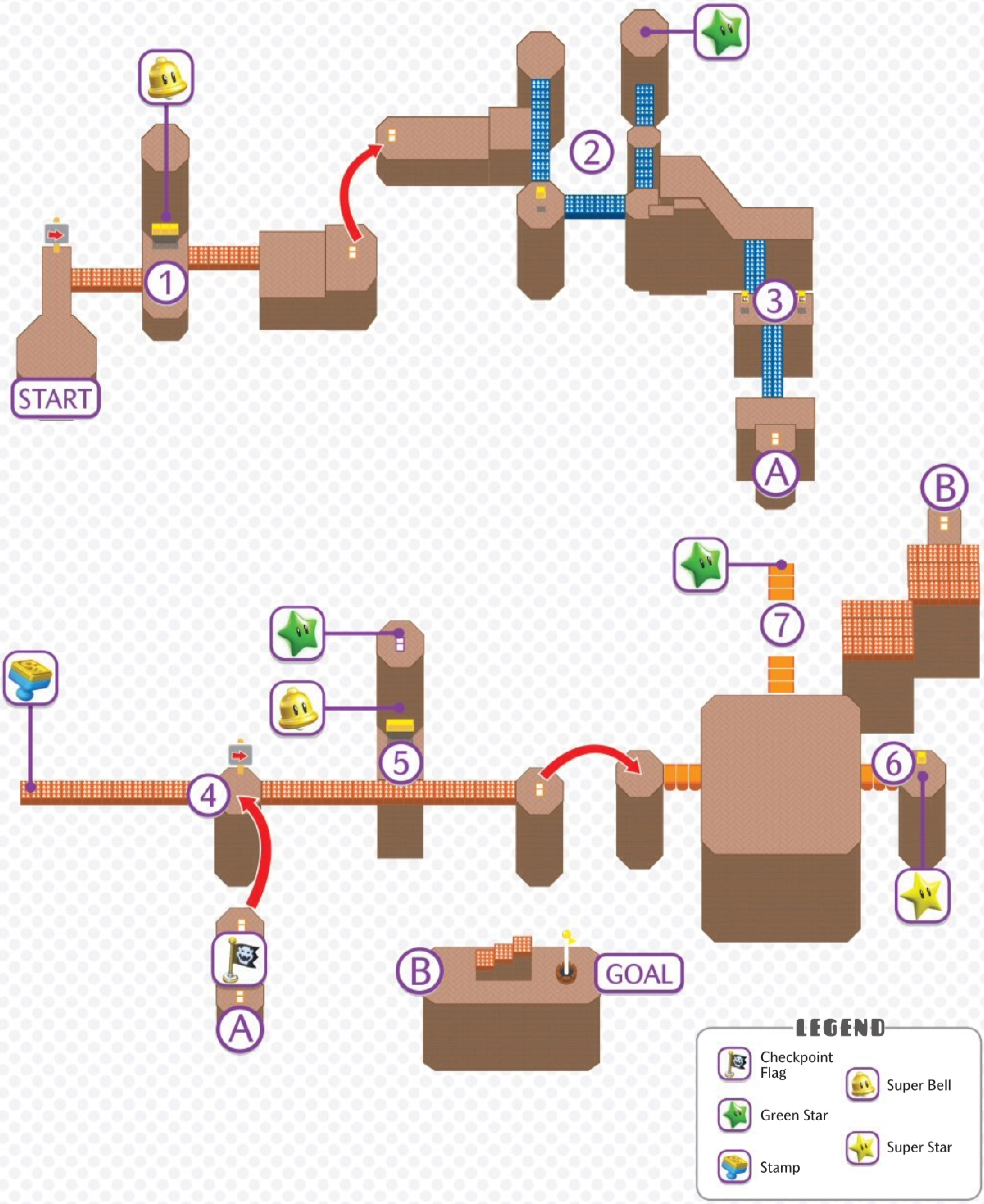
If the battle takes too long, you'll be forced to take a Warp Box to a new part of the highway that now including sections made entirely of grating. Lava geysers can spew out from anywhere on the track at this point, and they are triggered whenever Bowser's car hops off the ground slightly.

After three hits, though, the battle is over. The King of the Koopas has been laid low, and all of the Sprixie Princesses will be freed after one more slide down a Goal Pole!

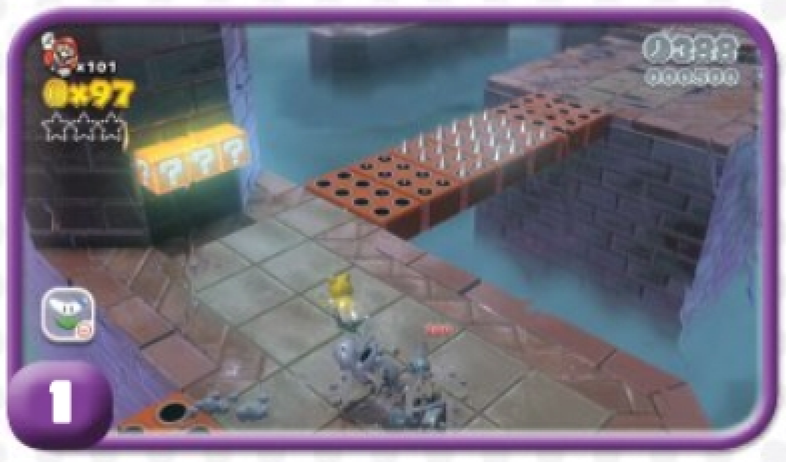
Or not. That's fine, too.

WORLD BOWSER

WORLD BOWSER-1:
Spiky Spike Bridge

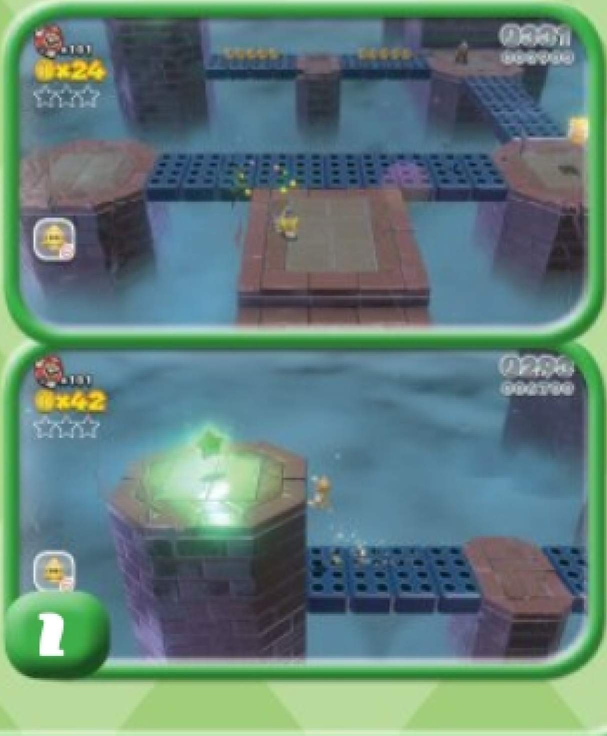

START
1
2
3
A
B
7
4
5
6
A
B
GOAL
LEGEND
Checkpoint Flag
Super Bell
Green Star
Super Star
Stamp

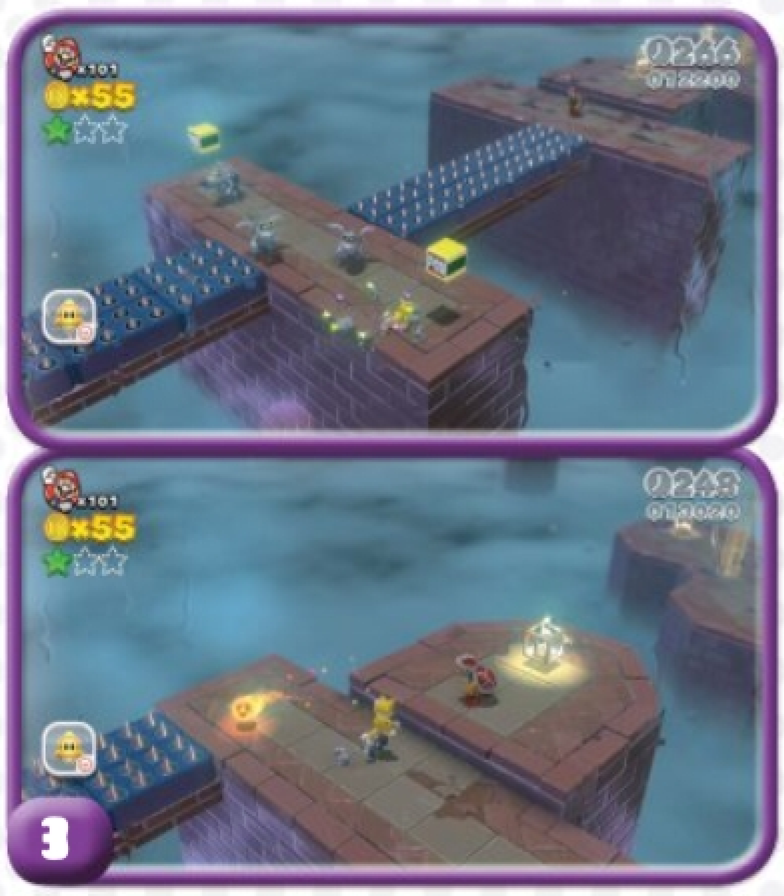
This level is named for the various bridges and walkways made entirely of spike traps. You have to be ready at all times to move and jump over these traps. A Cat Power-Up is immensely useful in this level.


1

GREEN STAR #1

After passing through the first Warp Box, you are close to a Green Star. Navigate the spike bridges while also dealing with the Fire Bro guarding the area. The star is atop a pillar. You need the Cat Power-Up to climb it.

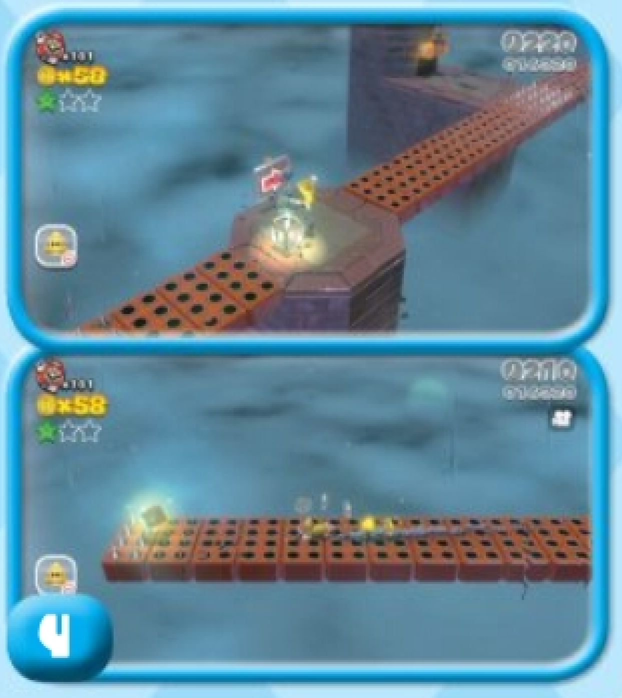

2


3

The moving spike bridges here connect to platforms guarded by Parabones and a Fire Bro. When you cross the bridges, move fast and be ready to jump to avoid harm.

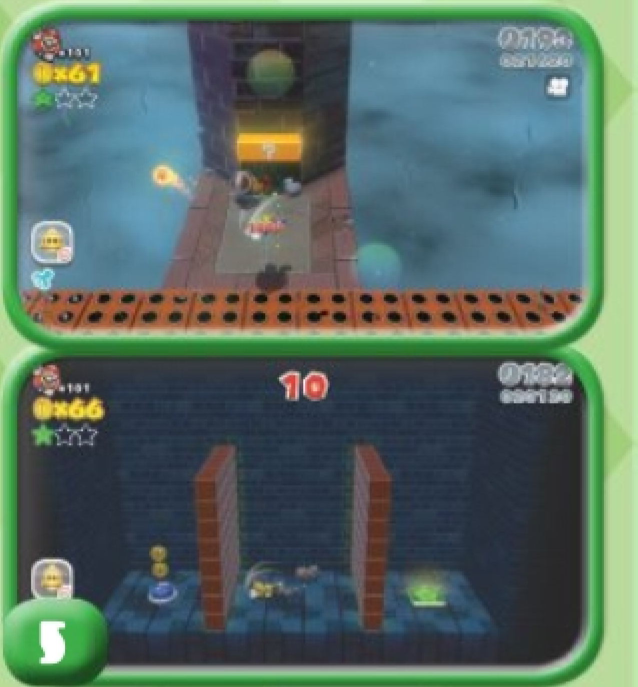
STAMP

After the Checkpoint Flag, you take a Warp Box to a new part of the level. Rather than follow the arrow sign, follow the bridge in the opposite direction to find the Stamp. Mind the spikes!


4

GREEN STAR #2

If you follow the sign and cross the spike bridge it points to, you'll find a platform guarded by a Fire Bro. Defeat him, then climb up the pillar behind him to reach a Mystery Box. In the bonus room that follows, you must hit a P Switch to make the Green Star appear, and then retrieve it before the 10 game seconds are up.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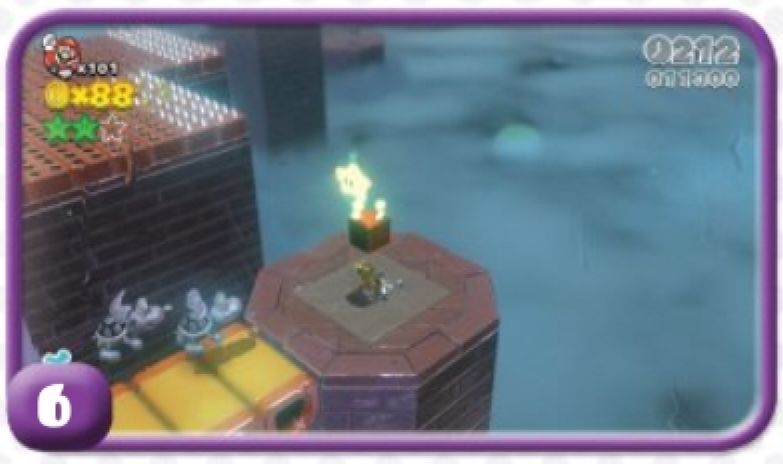
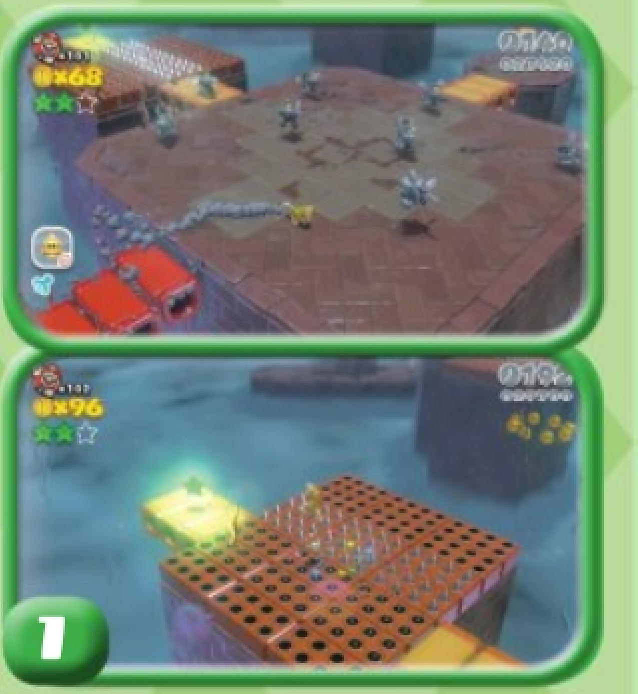

6

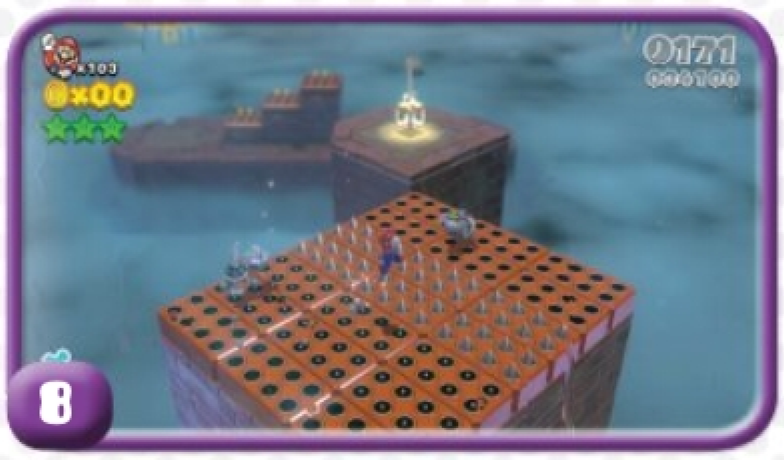
A Super Star in a nearby ? Block can be used against the Parabones.

GREEN STAR #3

After another Warp Box, you'll end up on a large platform filled with Parabones. On the left side is a pair of Donut Blocks, with a large gap between them, and another set of Donut Blocks where the third Green Star is. You must wait until a large moving platform filled with spike traps moves into place to bridge the gap to retrieve the star.


7

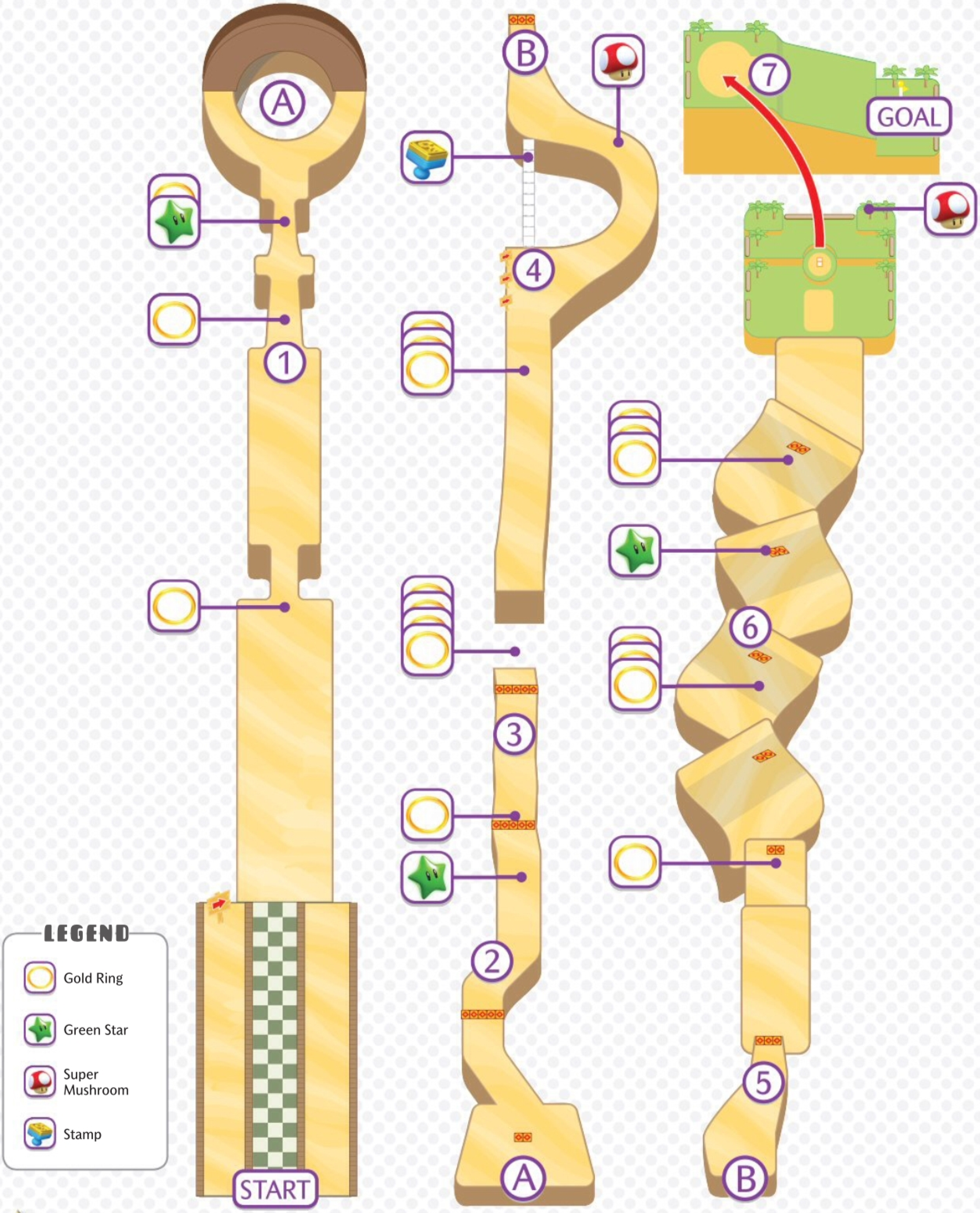
The last stretch to the Goal Pole requires you to evade spike traps and Parabones while a platform takes you to the last Warp Box.


8

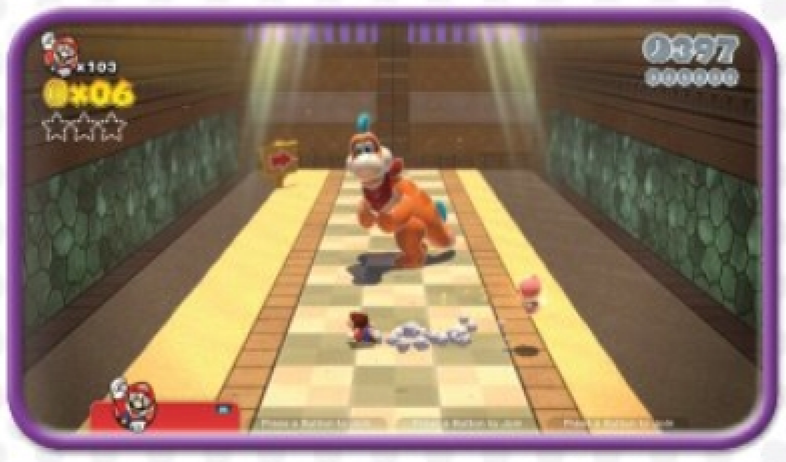
NOTE

8-2 and 8-3 are unlocked after beating this level.

WORLD BOWSER-2: Plessie's Dune Downhill

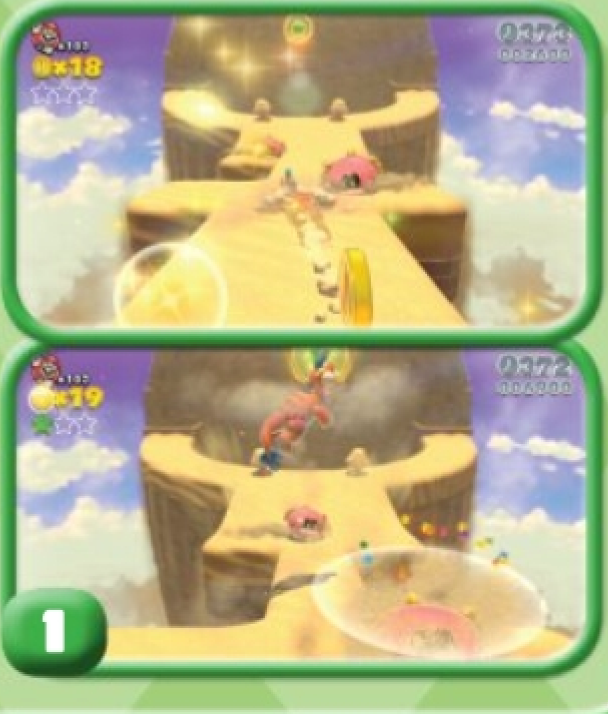

A
1
B
4
7
GOAL
3
2
A
5
6
B
START
LEGEND
Gold Ring
Green Star
Super Mushroom
Stamp

Plessie greets you at the start of this level. Prepare for a long ride down a very fast sand course. Unlike your first race with Plessie back in 1-4, here you can retrieve every single collectible in one run, so long as you're in the right place at the right time.



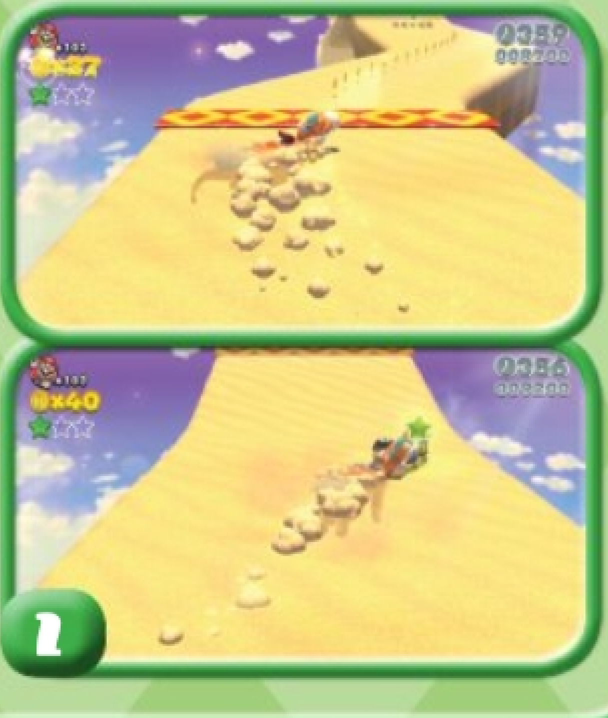
GREEN STAR #1

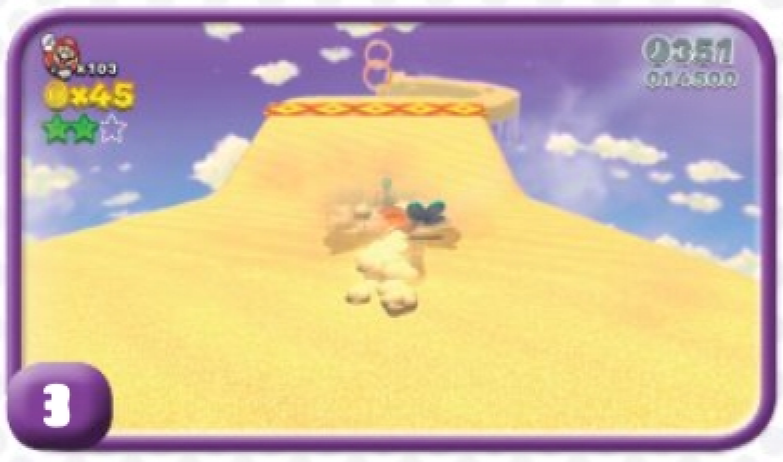
You see the first Green Star in the distance as soon as you and Plessie hit the track. You have to use the Splounders to launch yourself into the air high enough to grab the star.


1

GREEN STAR #2

Not long after the first Green Star, you'll fall down toward an S-shaped section of track, with a line of Coins at the center and Dash Panels to boost you forward. In the distance you see a group of Para-Biddybuds carrying the second Green Star.

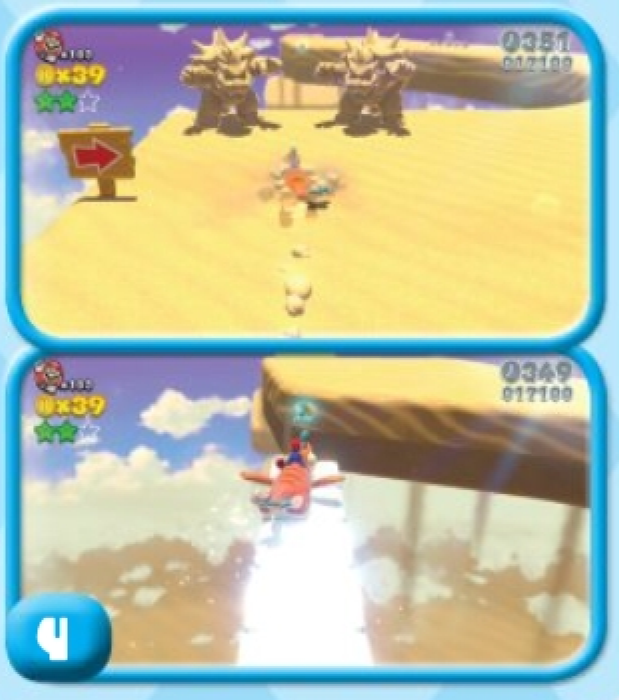

2


3

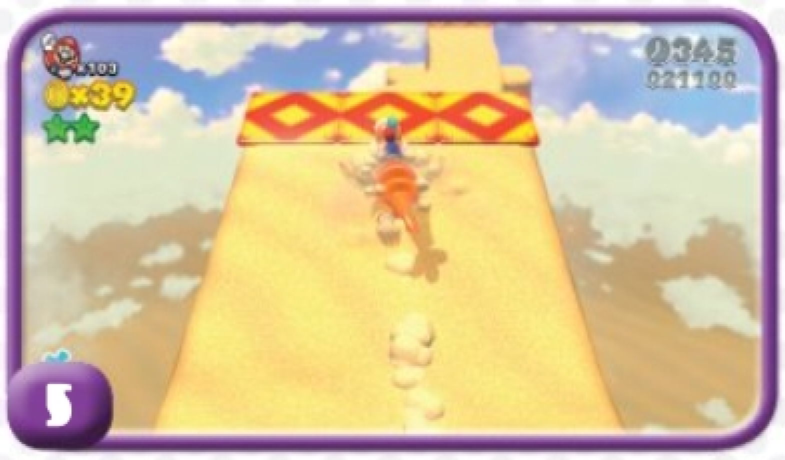
Try to maintain a straight course when hitting these ramps with Dash Panels on them, you can easily launch off the side of the track. There are no guardrails here!

STAMP

Aim Plessie between these two Bowser sand statues. It looks like a bottomless pit with no way to cross, but there is actually a narrow bridge of invisible cloud platforms that will take you right into the Stamp.

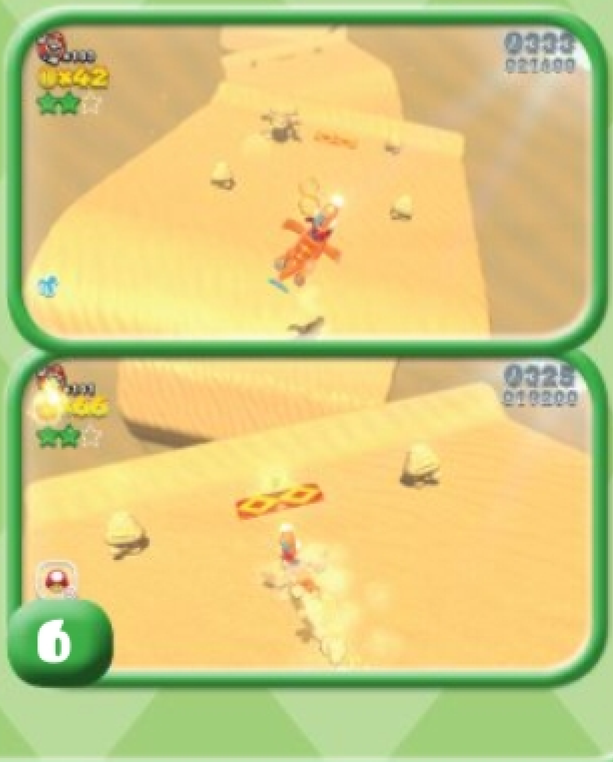

4

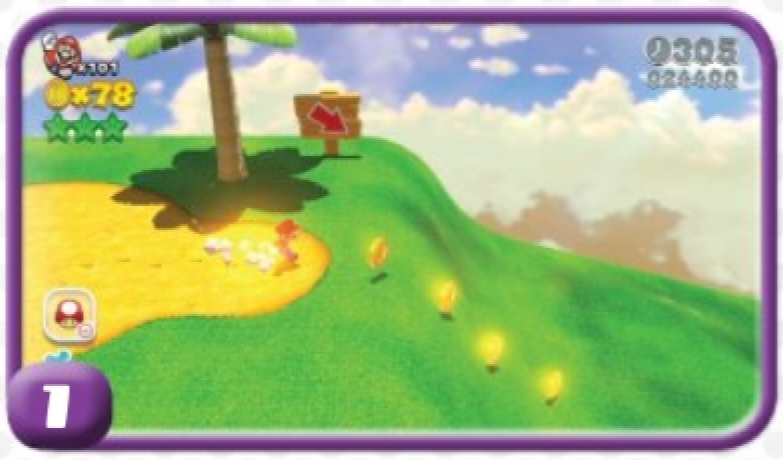
For these Dash Panel ramps, try to always position yourself in such a way that you'll land aligned for the jump that follows. The track here features some interesting kinks that can dump you into the chasm below.


5

GREEN STAR #3

You'll see this Bowser sand statue pictured here with little time to react to it. You must crash through it to cause the last Green Star to appear on another track section farther down. You'll see the star at the center of a pair of Dash Panels.


6

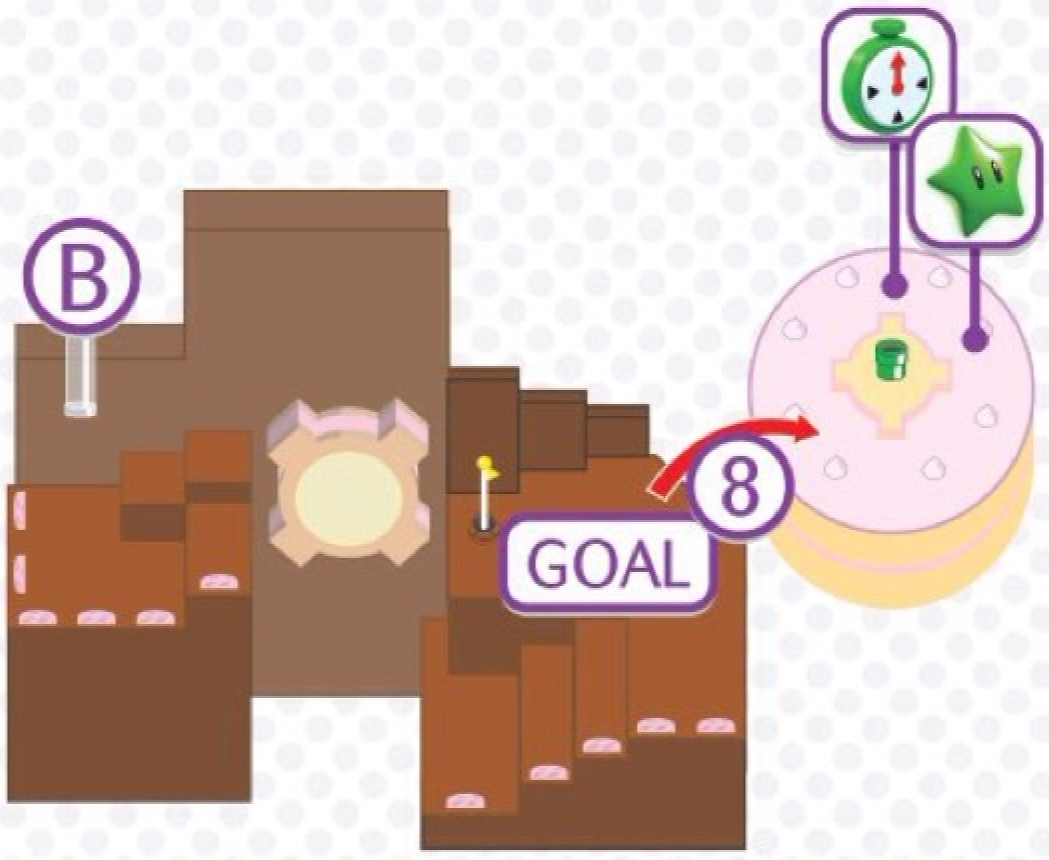

7

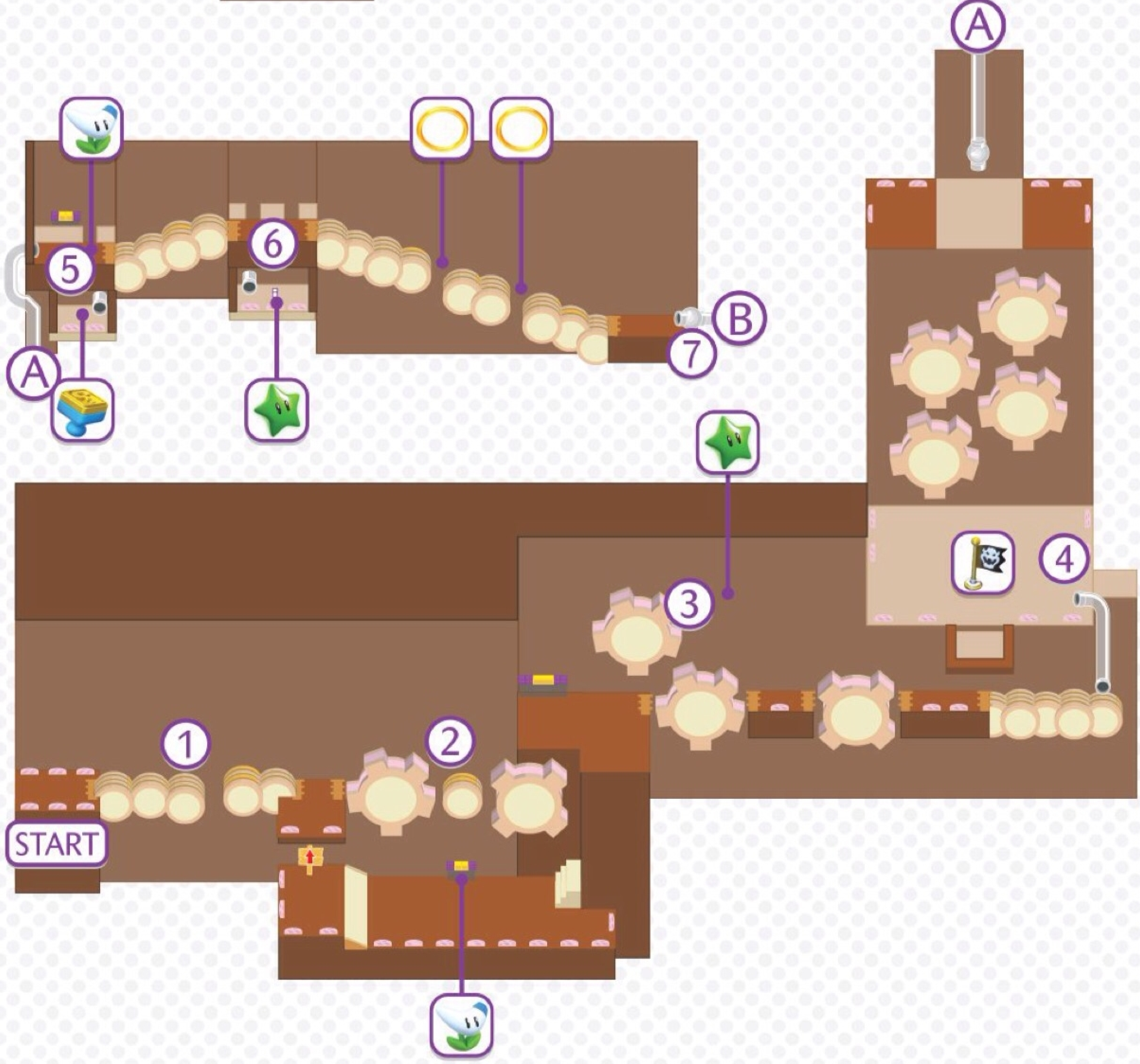
The slide leading to the Goal Pole is filled with bumps that can throw you off course. It helps to aim for the lines of Coins on the slide itself, as they lead right toward the Goal Pole.

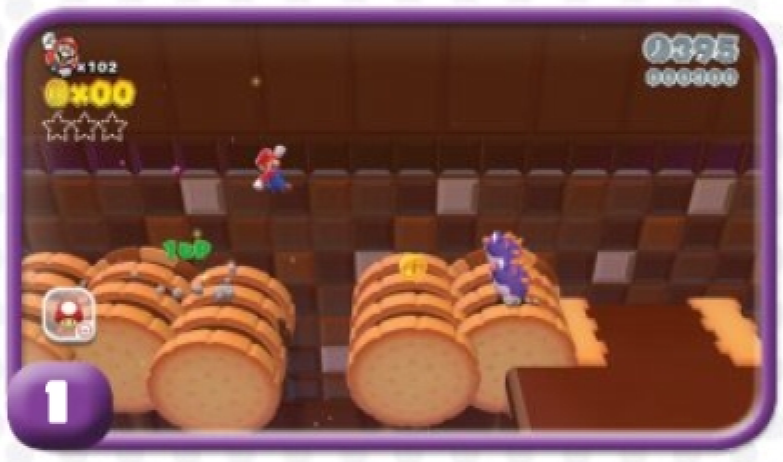
WORLD BOWSER-3:
Cookie Cogworks

LEGEND

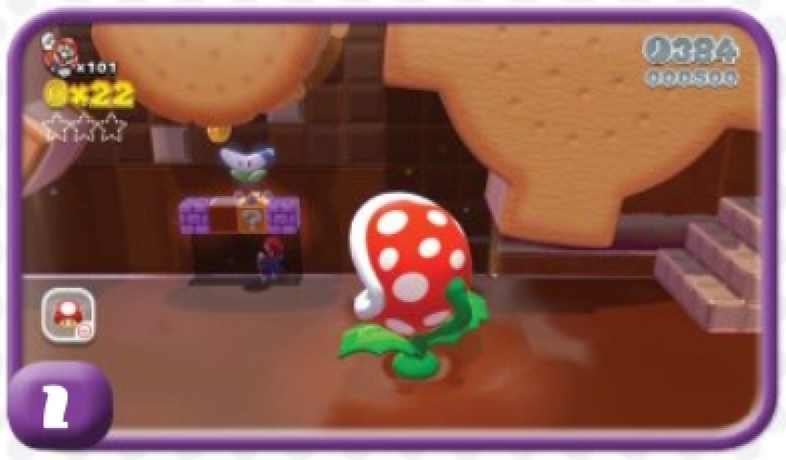
- Boomerang Flower
- Checkpoint Flag
- Green + Clock
- Gold Ring
- Green Star
- Stamp




A
B
A
B
1
2
3
4
5
6
7
START

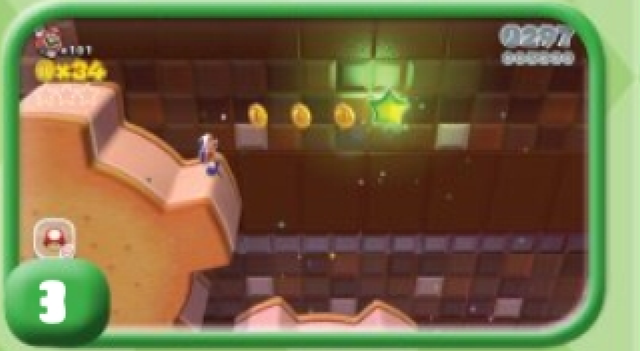

1

Throughout this level, you encounter rotating cookie cog platforms, some small like the ones pictured here, and others much larger, complete with large "teeth" to stand on. Some move fast enough that you can accidentally slip into a bottomless pit. Pay attention to which direction they are moving!

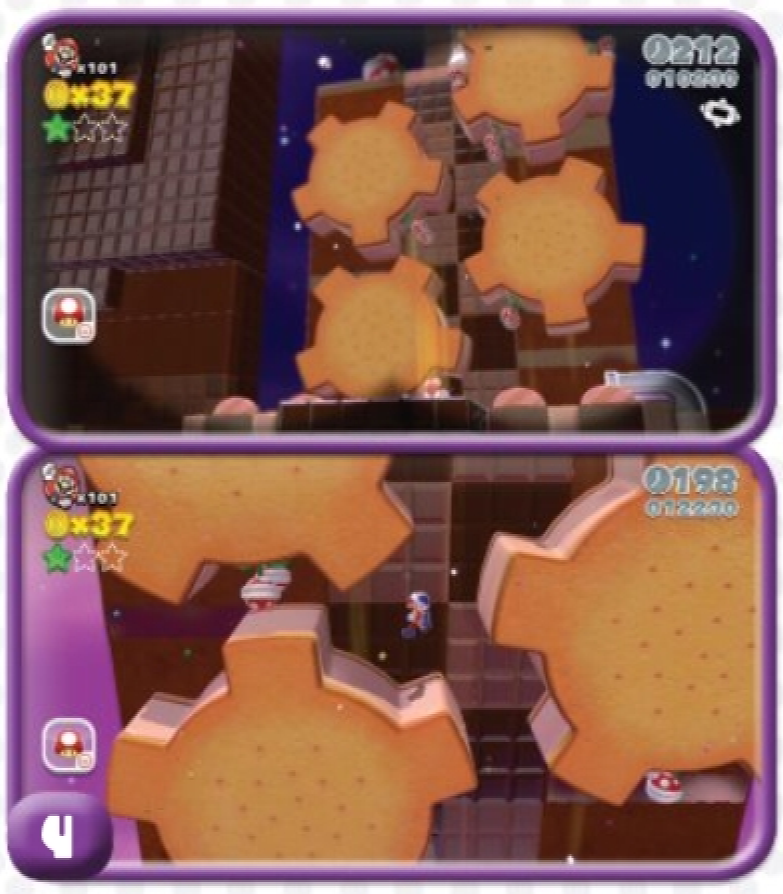

2

You can safely fall into the area below the cog with the Spiny Skipsqueaks on it. Avoid the Mega Piranha Plant and collect the Boomerang Flower from the ? Blocks nearby. Try to keep this Power-Up handy for this entire level!

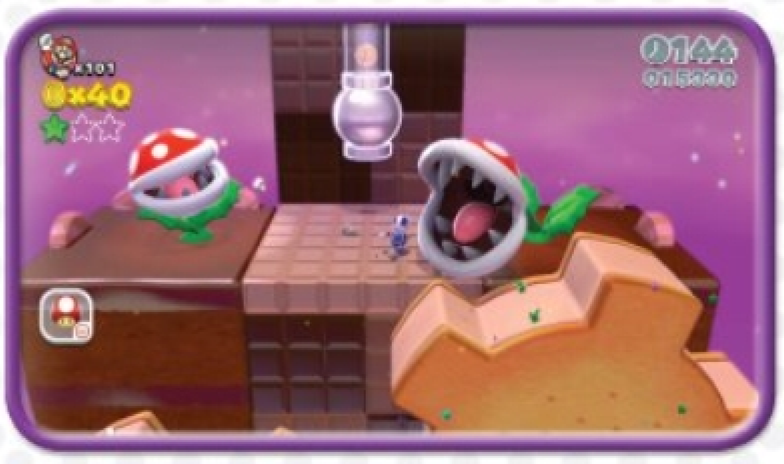
GREEN STAR #1


3

Using the cog next to another Mega Piranha Plant, you can climb up to a large cog that lets you see the first Green Star suspended in the air next to some Coins. A long jump, or the use of a Cat Power-Up or Boomerang Power-Up, can help you retrieve it.

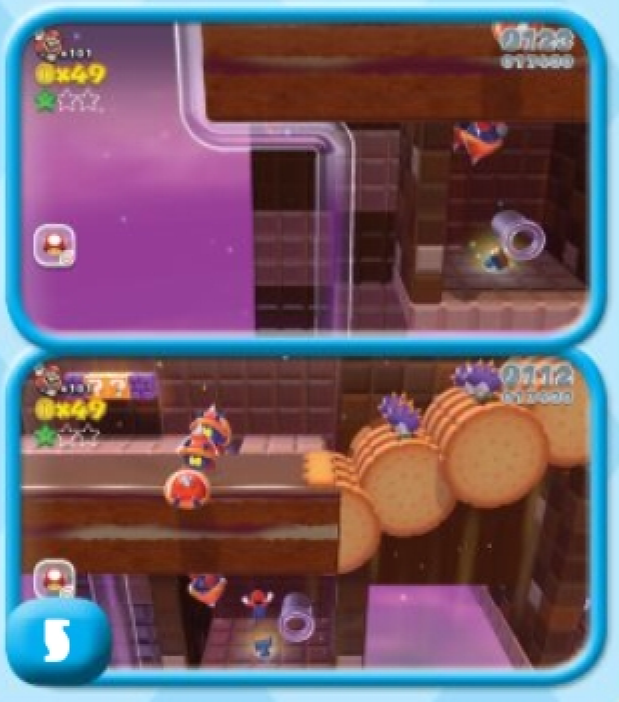

4

Next to the Checkpoint Flag is a Sprixie that will help you get a better look at what's ahead: a large wall covered in massive cogs. The only way up is to use the cogs, and dangerous Piranha Plants infest them.



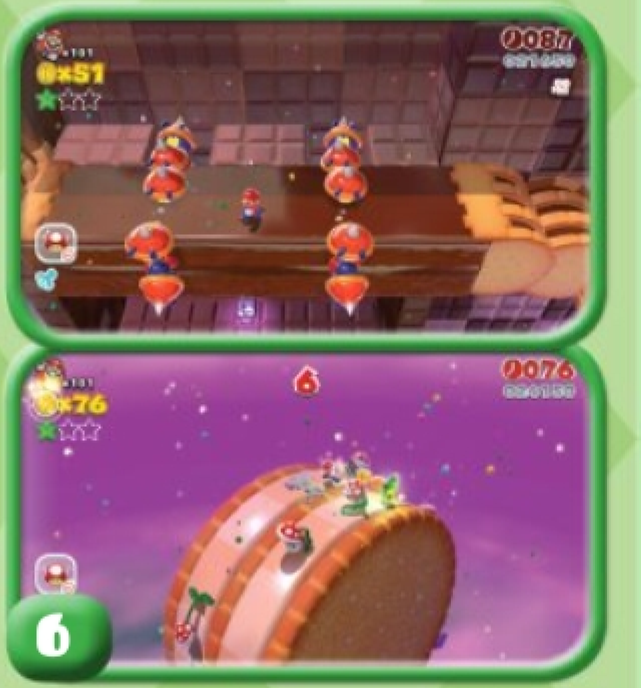
At the top of that wall, two Mega Piranha Plants will try taking a bite out of you. Don't get caught unprepared.

STAMP


5

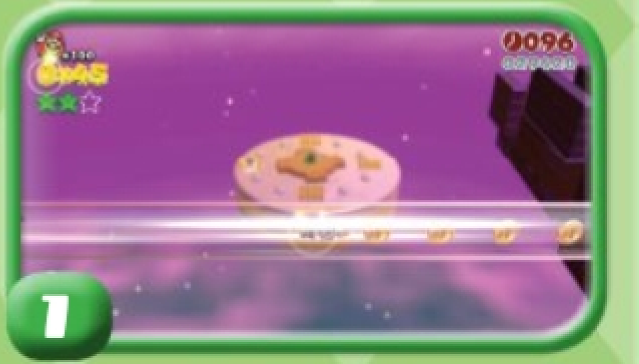
You pass the Stamp as you take the Clear Pipe away from the twin Mega Piranha Plants. You can use the Boomerang Power-Up to clear away the Horned Ant Troopers, then fall through their passage to get to the Stamp, or you can just leap off the side of the ledge and steer into it.

GREEN STAR #2

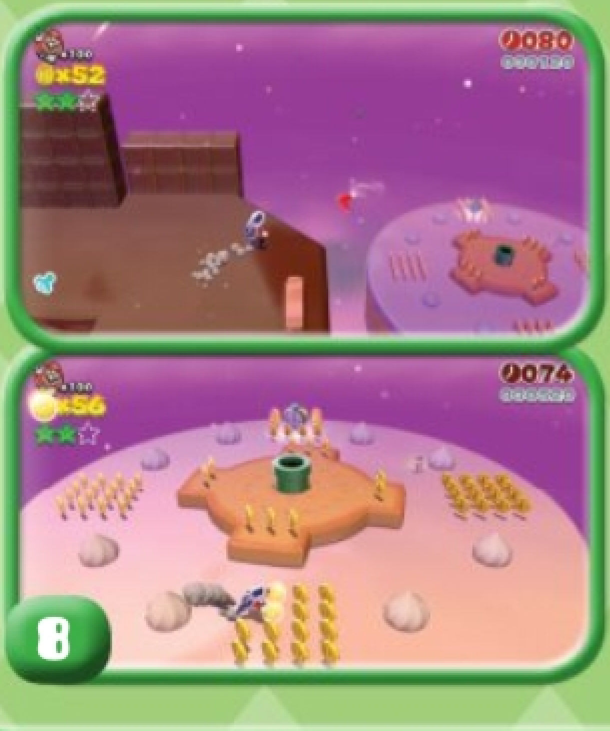

6

The second Green Star is inside a bonus room found in a Mystery Box below another ledge patrolled by two groups of Horned Ant Troopers. You can reach it in the same way you reached the Stamp. The 10 game second challenge in this bonus room is to run along a swiftly rolling platform, avoiding enemies and obstacles until you can reach the star.

GREEN STAR #3


7

You see the island containing the final Green Star in the distance when you take the Clear Pipe that leads to the Goal Pole. However, there's no immediately obvious way to reach it.

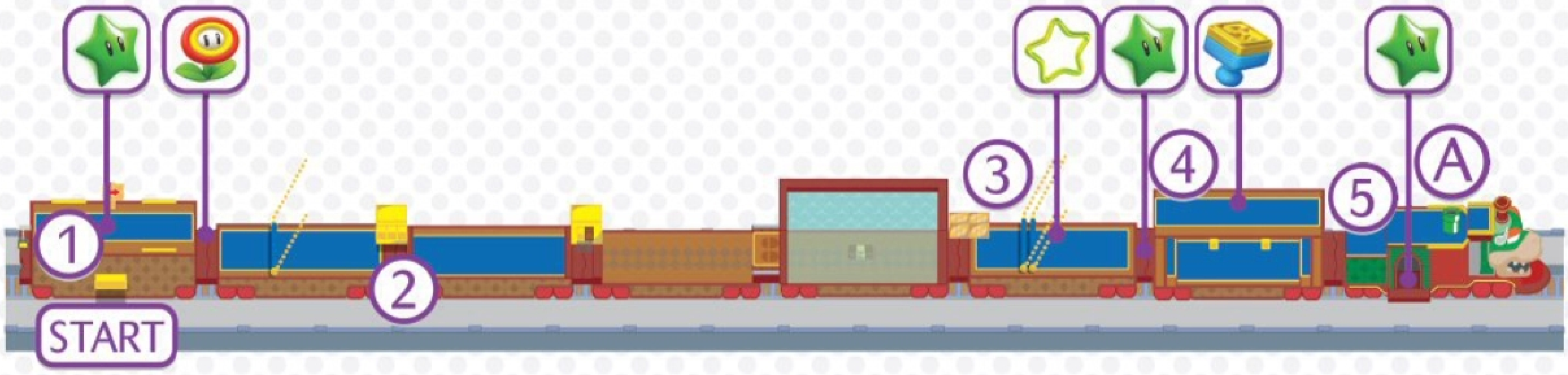

8

You want to perform a long jump off the pictured ledge behind the Goal Pole, aiming to land on the island. Once there, ccapture the Rabbit, and the Green Star will appear. You can use a pipe on the island to get back up to the Goal Pole zone.

Beating 8-3 unlocks a special train level on the World Map next to it.

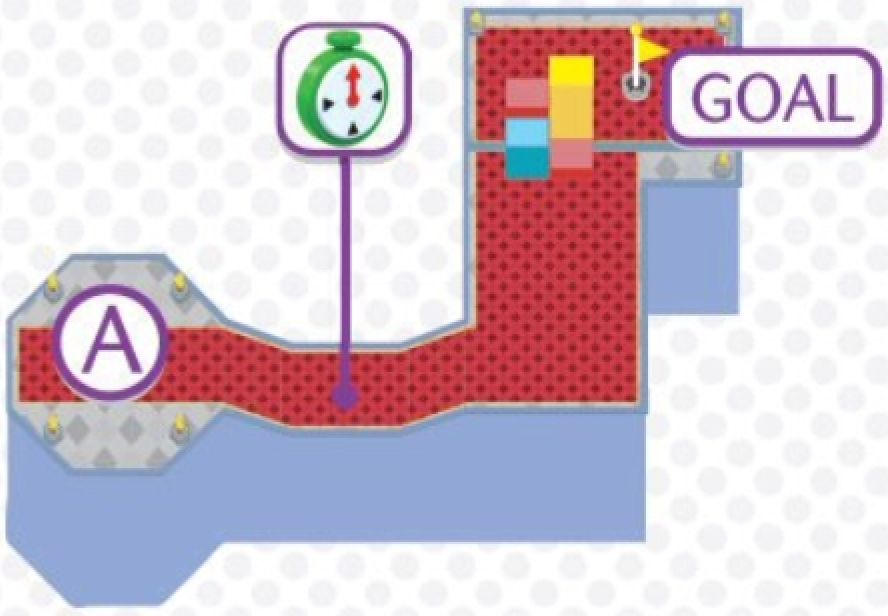
WORLD BOWSER:

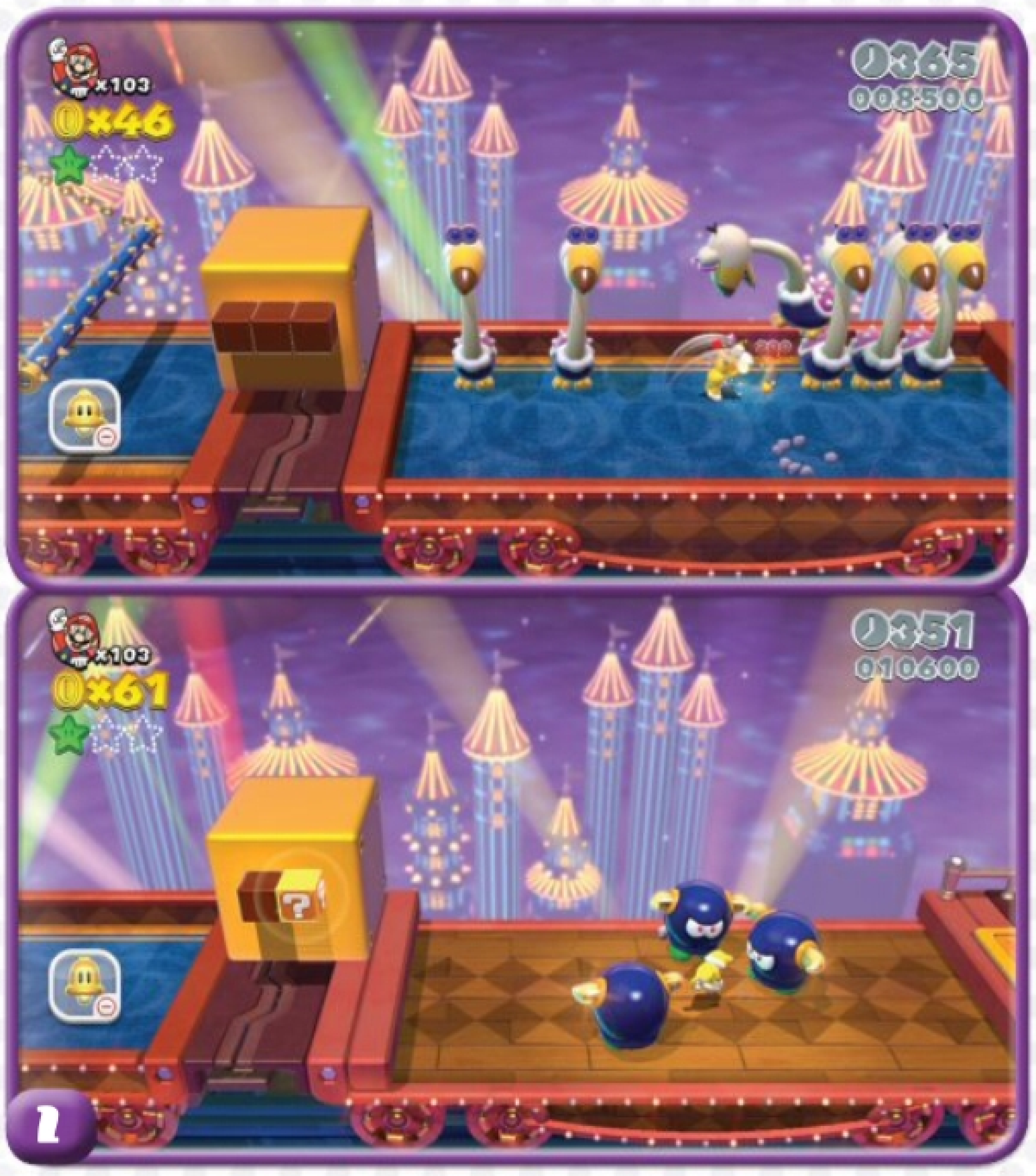
The Bowser Express


1
2
3
4
5
A
START

LEGEND

- Fire Flower
- Green Star
- Green + Clock
- Green Star Ring
- Stamp

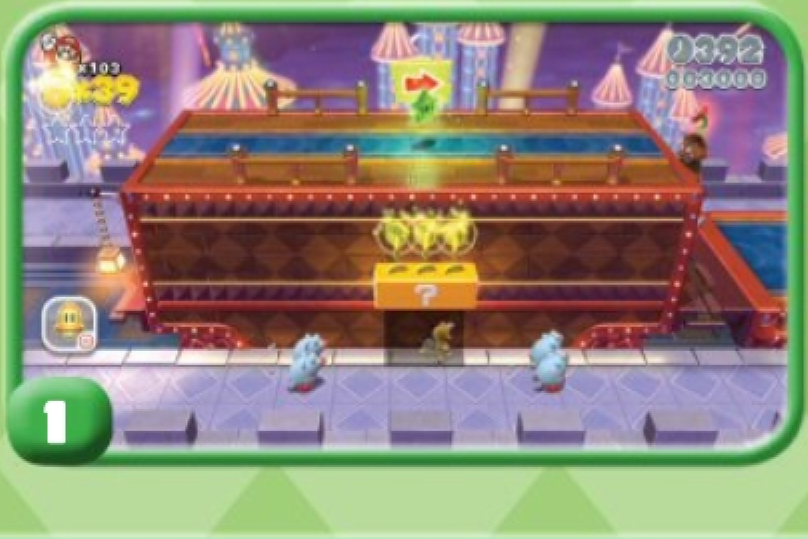



x103
x46
0365
008500
x103
x61
0351
010600
1

Conkdors and Bullies try to hold you up in this section. Don't get shoved off the tracks—at this point it's fatal!

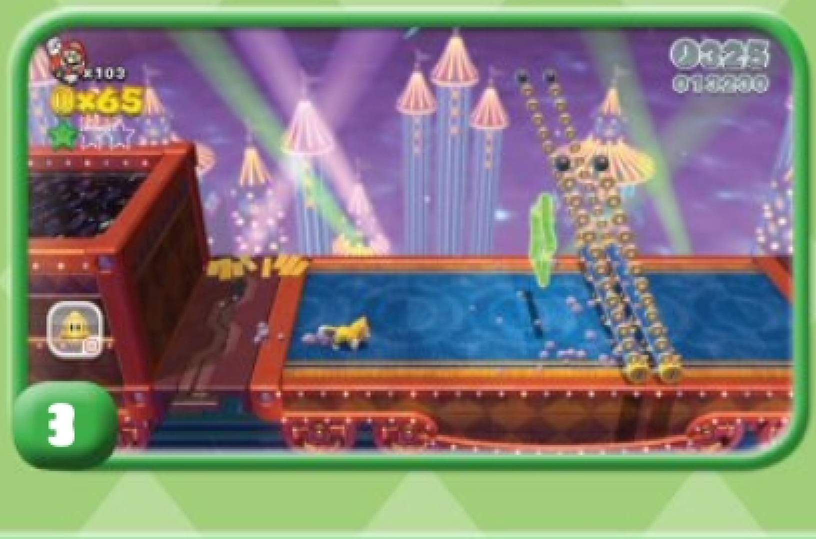
GREEN STAR #1

It's hard to miss this Green Star; it's on the roof of the very first train car next to your start.



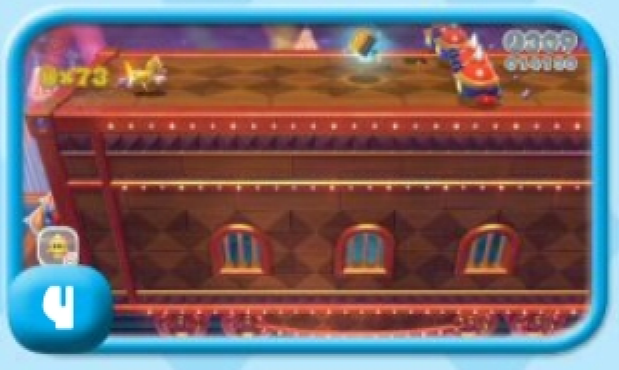
GREEN STAR #2

You'd have to try to miss this Green Star Ring. Just be careful with the spiked pendulum swinging over this train car as you collect the Green Coins. Try to grab the ring early so that you have enough time to gather all the Coins and the Green Star before they are scrolled offscreen.



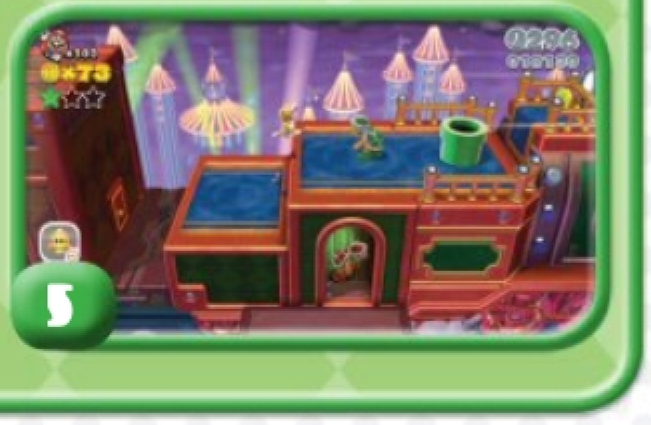
STAMP

Reaching the top of this train car for the Stamp either requires you to use the Horned Ant Troopers and bounce off their backsides while they crawl down the wall, or use the Cat Power-Up to climb atop the train. You can also crawl inside of the train car, and ground pound a ? Block inside to extend a block tower through the roof and into the star.

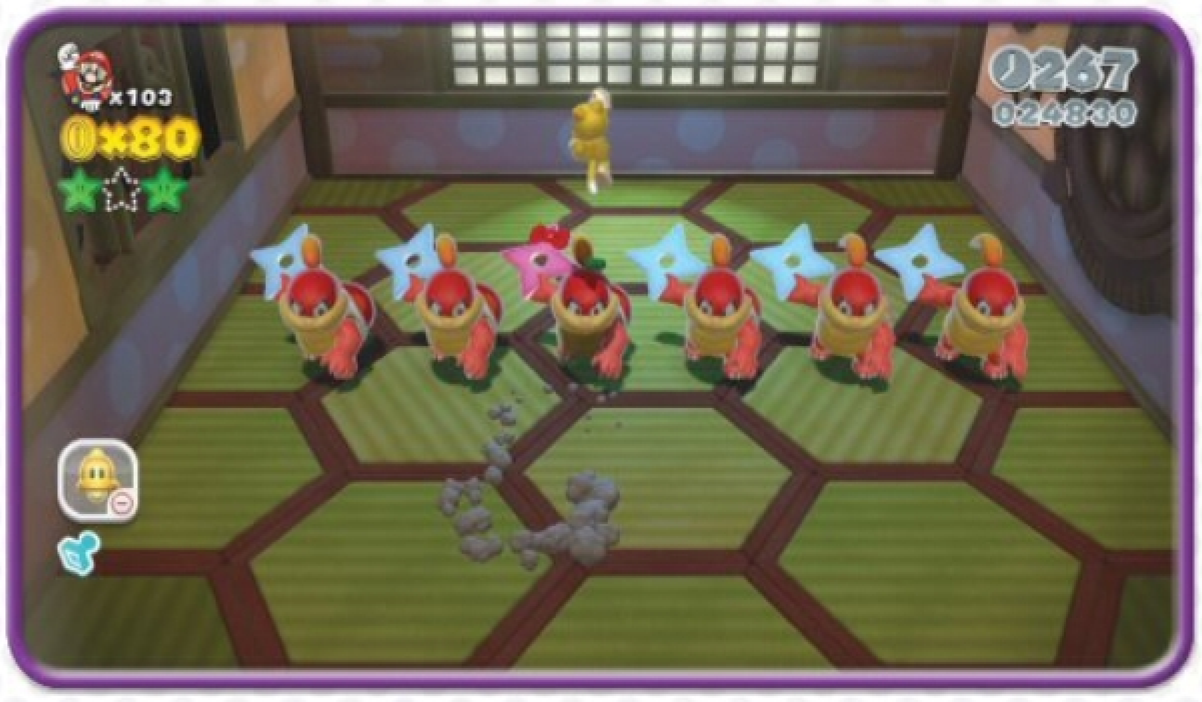


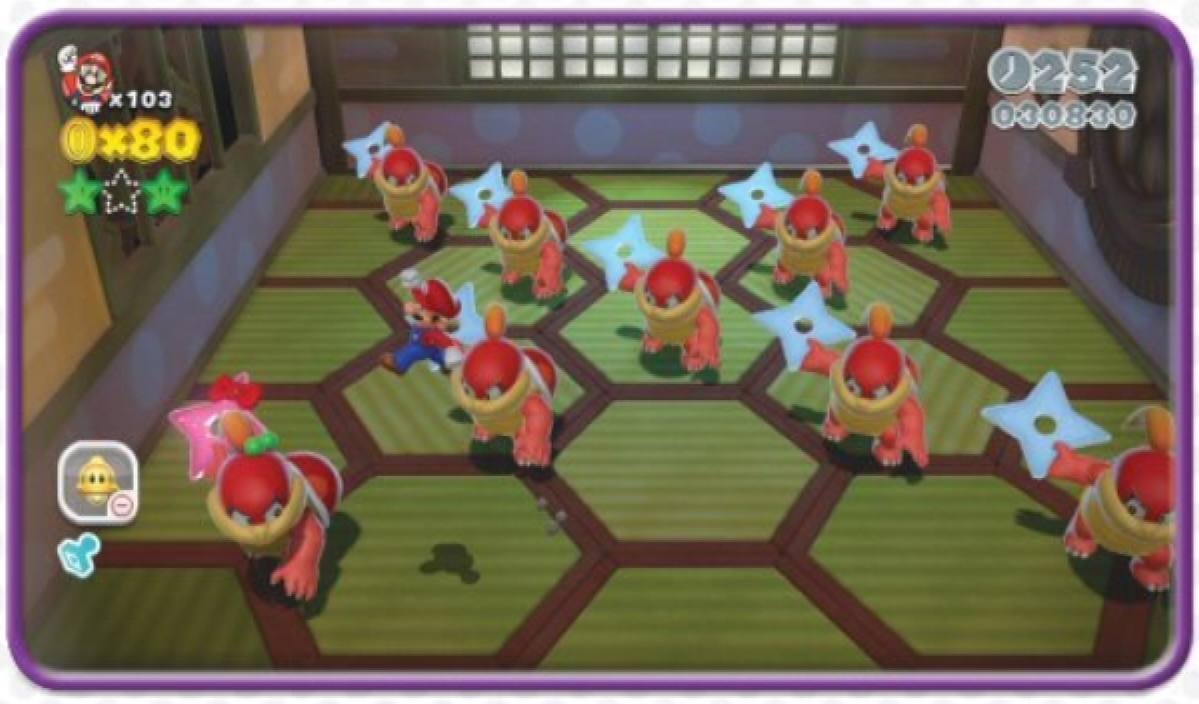
GREEN STAR #3

When you reach the very front of the train, you'll find a pipe there guarded by a Hammer Bro and a Fire Bro. The passage being protected by the Fire Bro hides the third Green Star.



BOSS BATTLE: Rematch with Pom Pom





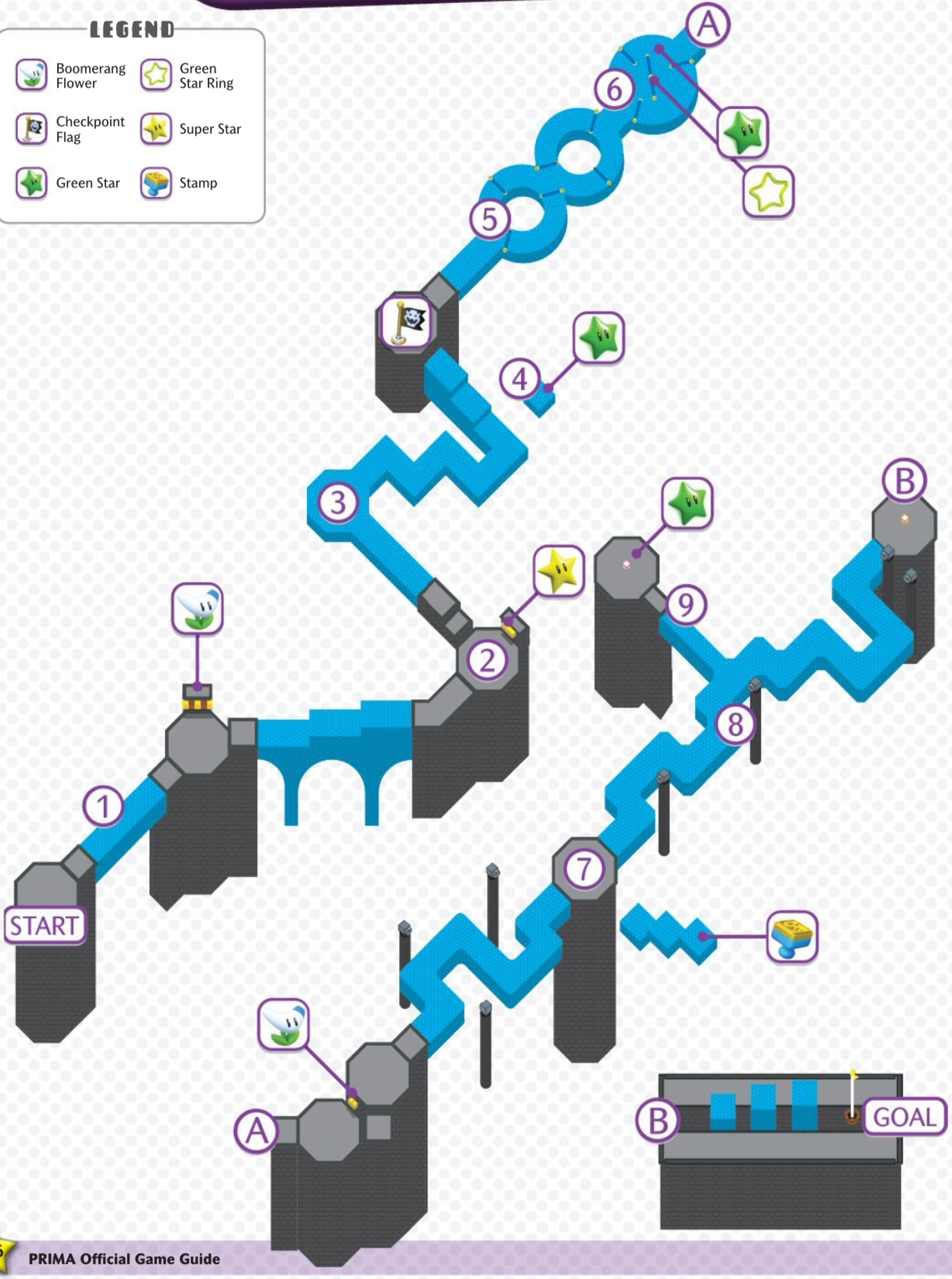
Pom Pom creates more shadow clones right away, which is different than your last duel with her. Unfortunately for her, she still stands out among the clones like a sore thumb exactly as in previous encounters—look for the bright pink ninja star in her hands, and attack her before she and her clones all throw their ninja stars at you. If you're fast enough, poor Pom Pom will not even get a chance to attack before you knock her out!

Once she's out the game, warp to the Goal Pole zone and put this train ride to an end!

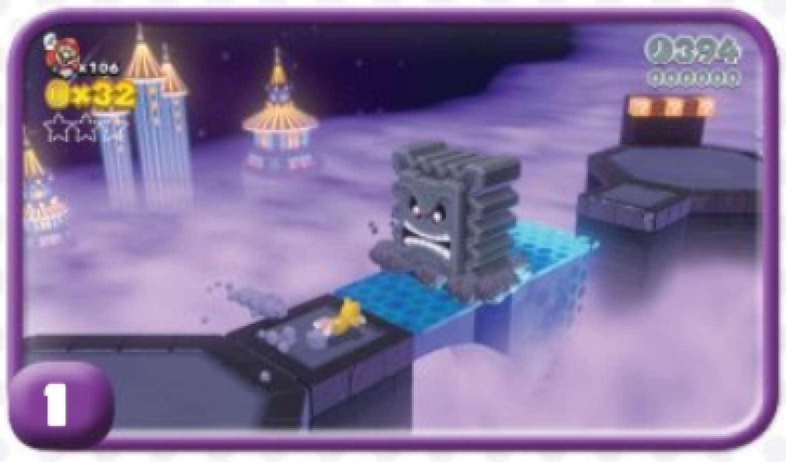
WORLD BOWSER-4: Footlight Lane

LEGEND

- Boomerang Flower
- Green Star Ring
- Checkpoint Flag
- Super Star
- Green Star
- Stamp


A
6
5
4
3
2
1
START
B
9
8
7
A
B
GOAL

The many pitfalls of Footlight Lane are spanned by invisible bridges that light up when you step on or near them. A Thwomp slamming down on them, or you ground pounding on them, can light up larger portions of the bridges.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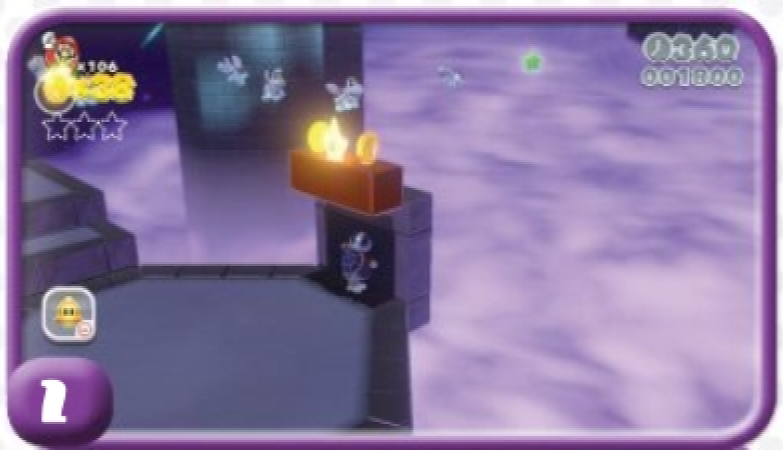
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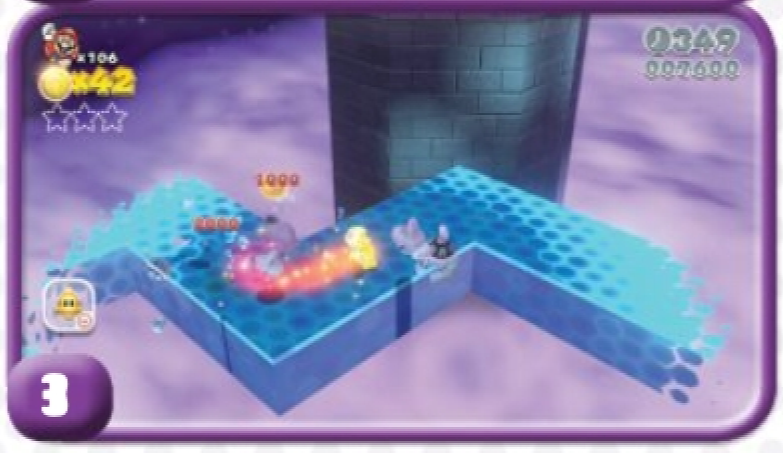
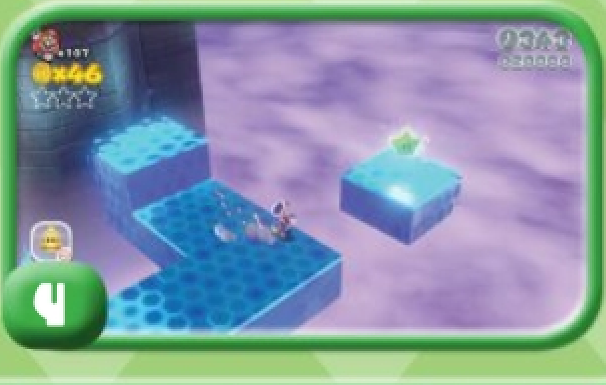

3

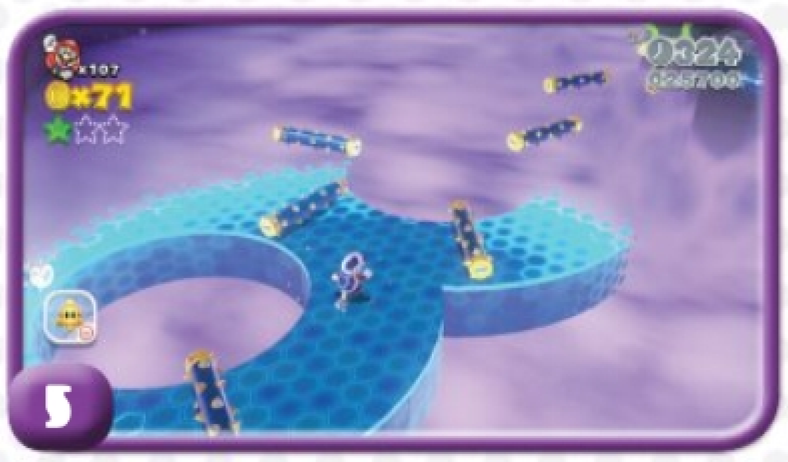
You can find an invisible ? Block containing a Super Star just past an invisible set of steps protected by two Thwomps. Clear out the Parabones on the nearby winding pathway.

GREEN STAR #1

The Green Star #1 is in plain sight beyond the swarm of Parabones, but you have to jump over a small gap to reach it.

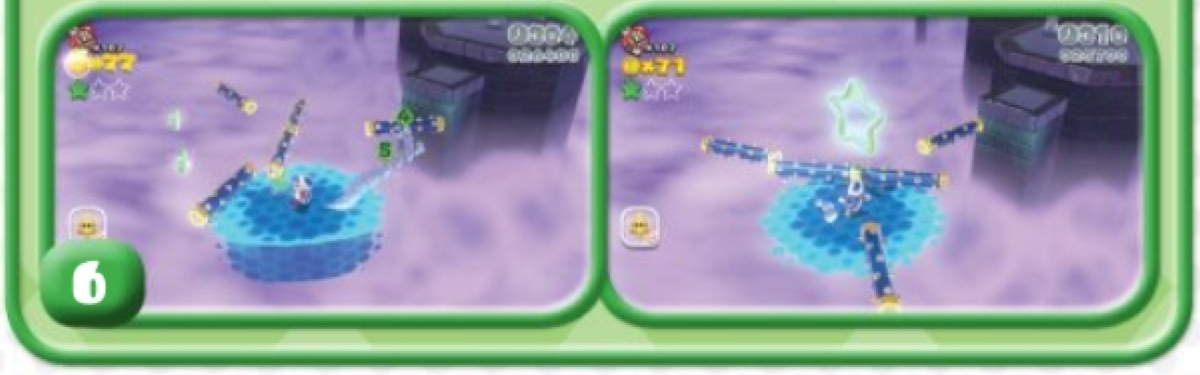

4

When you reach the section with spiked rollers over thin air, it helps to use the ground pound to light up larger portions of the pathway.


5

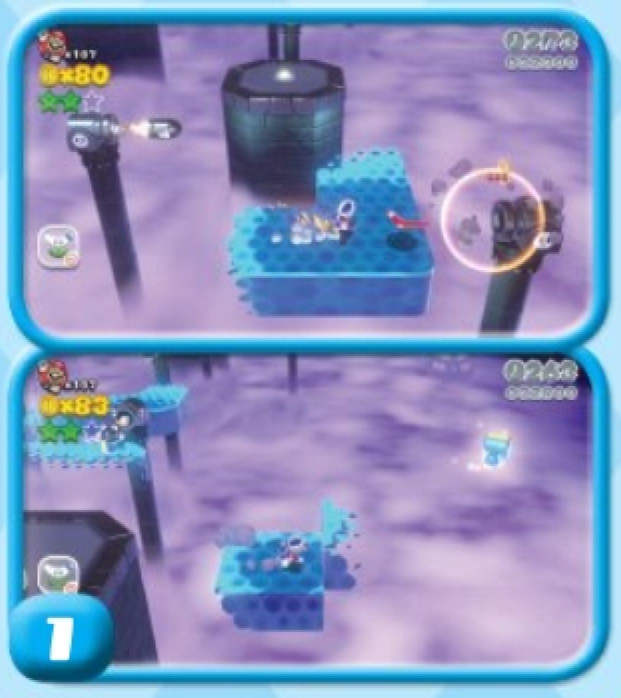
GREEN STAR #2

The second Green Star is found after doing a dangerous collection of Green Coins over a lane filled with spiked rollers.

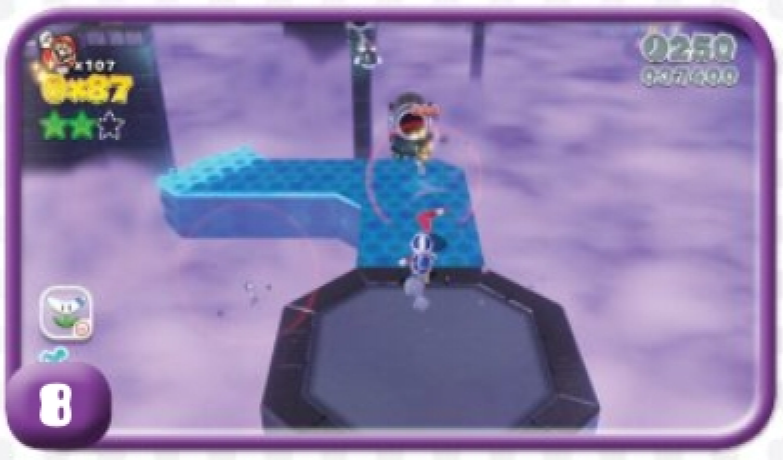

6

STAMP

After passing over a walkway being fired on by Bill Blasters, you reach a temporary safe platform with a glowing spot on it. Ground pounding it will earn you some Coins, and will also alert you to an invisible set of steps to the right that you can climb to reach the Stamp.

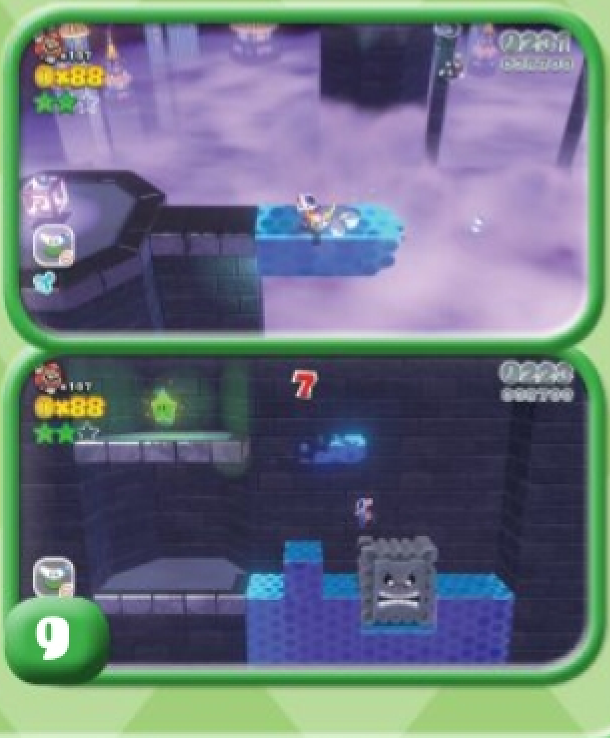

7

The pathway away from the Stamp leads you past a number of Bill Blasters firing Cat Bullet Bills. As with standard Bullet Bills, their explosions reveal large sections of the pathway. The Boomerang Power-Up makes this section much easier!


8

GREEN STAR #3

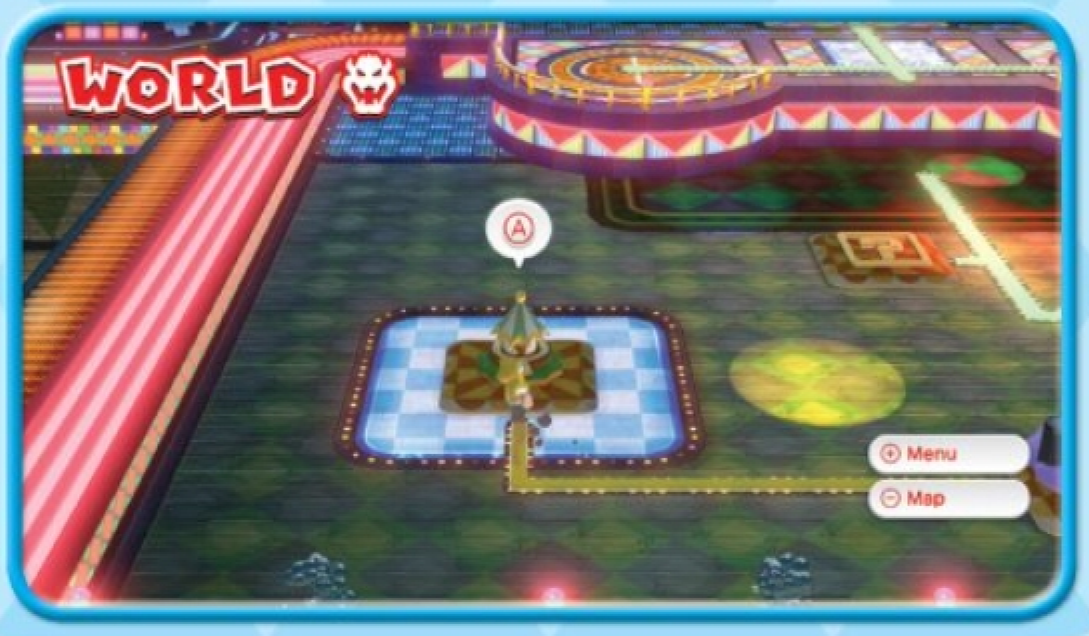
A small detour on this last section of invisible bridge takes you to a Mystery Box bonus room. In here, you have 10 game seconds to use a Thwomp to climb up to the Green Star's ledge. You can see the invisible walkways once the Thwomp drops down.


9

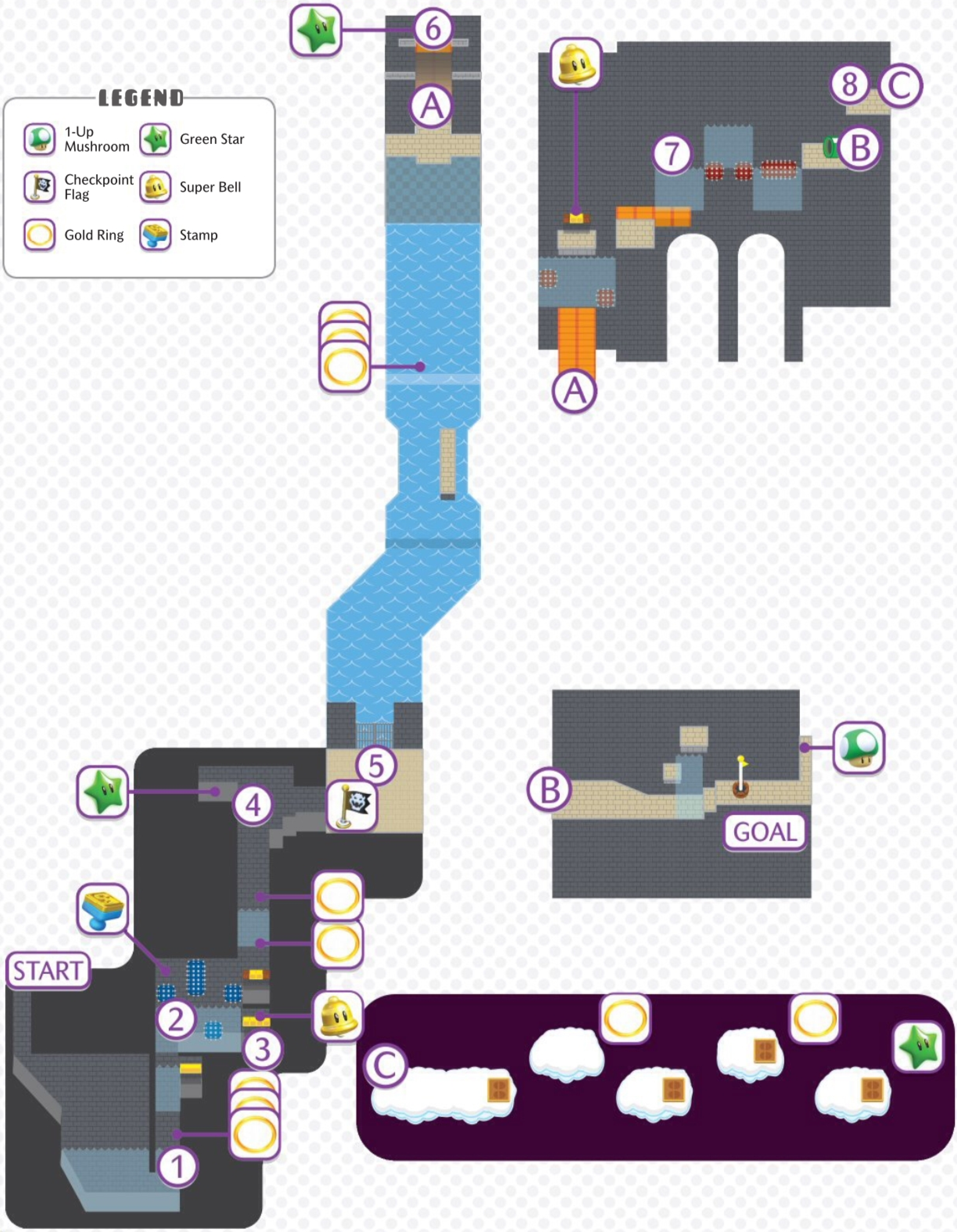
STAMP

World 8: Sprixie House

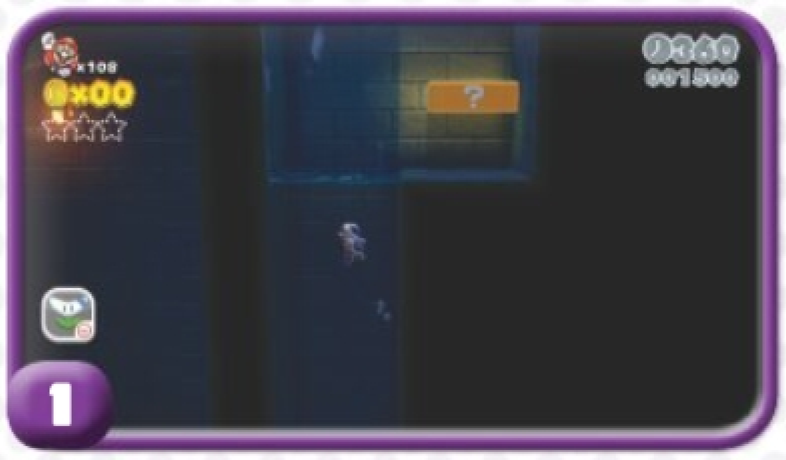
This Sprixie House becomes available after you beat 8-4.



WORLD BOWSER-5: Deepwater Dungeon

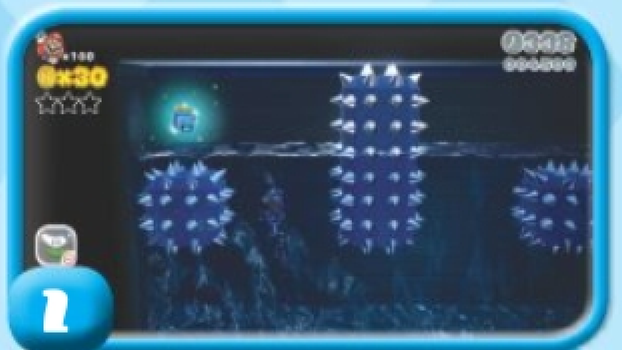

LEGEND
1-Up Mushroom
Green Star
Checkpoint Flag
Super Bell
Gold Ring
Stamp
6
A
8
C
7
B
A
5
4
START
2
3
1
B
GOAL
C

The water level rises and falls throughout this level, sometimes with separate sections of water doing their own thing. You don't have to necessarily wait for the water to come to you if you use wall jumps.


1

STAMP

You can get the Stamp pretty early on. Wait for the water to rise up and allow you to avoid the Spike Blocks under the Stamp. While you're in this area, don't miss picking up the Cat Power-Up from a nearby ? Block. You'll need it.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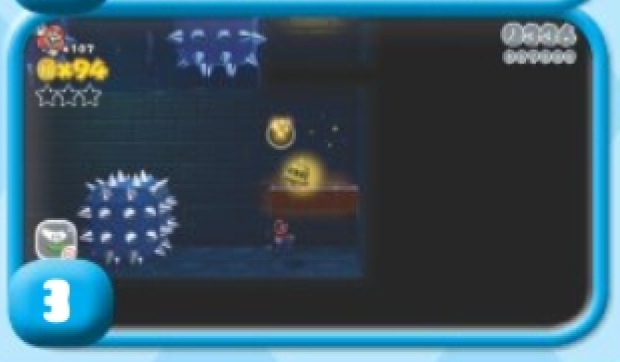
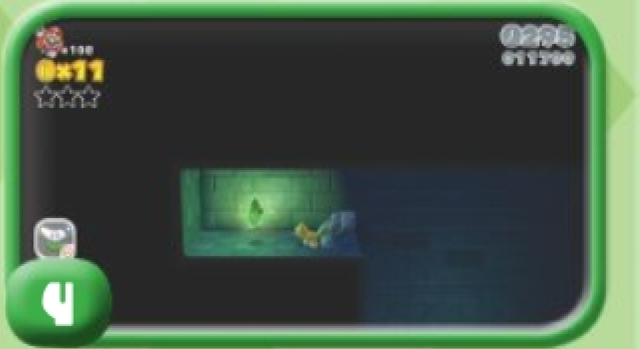
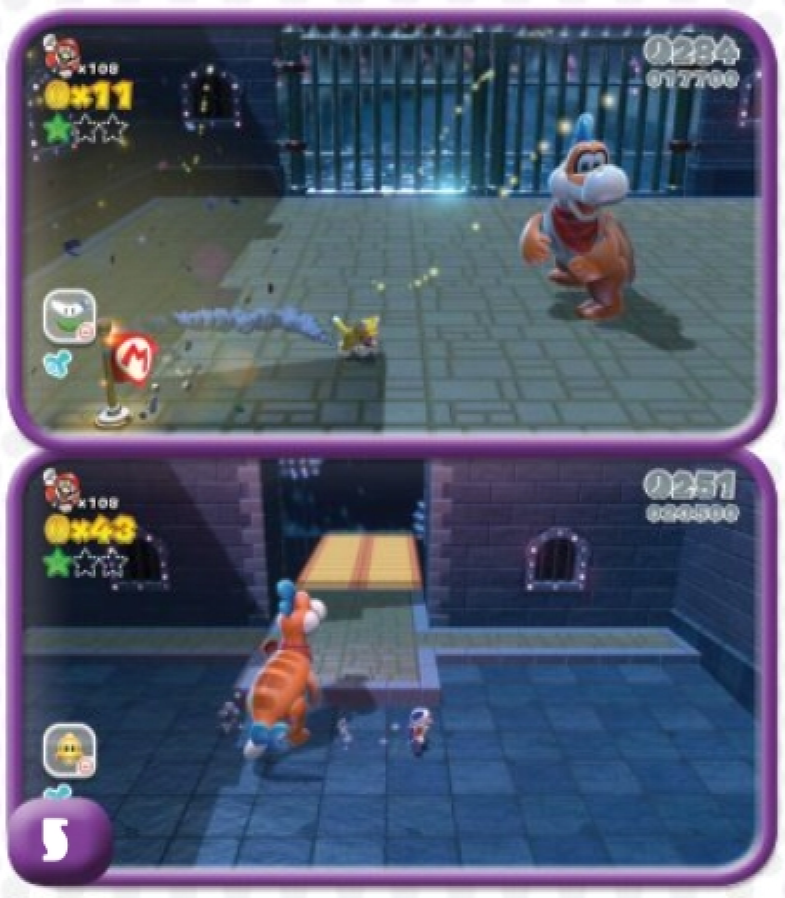

3

GREEN STAR #1

If you scale the wall on the left of the passageway leading up from the Stamp room, you can find a hidden alcove with the first Green Star.

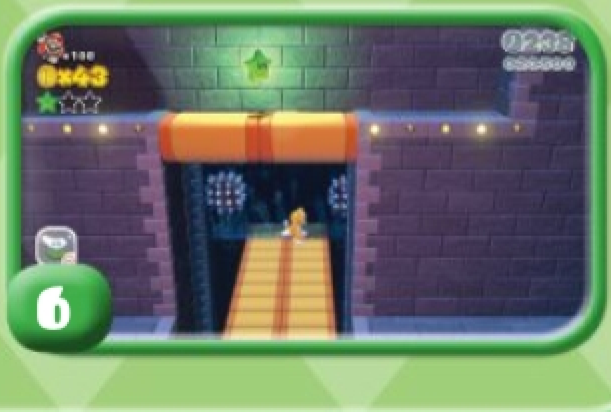

4


5

Plessie waits for you near the Checkpoint Flag, but it's a short ride to the next section of the level.

GREEN STAR #2

The second Green Star is atop a pair of Donut Blocks atop the wall Plessie drops you off at. You'll need the Cat Power-Up to reach it.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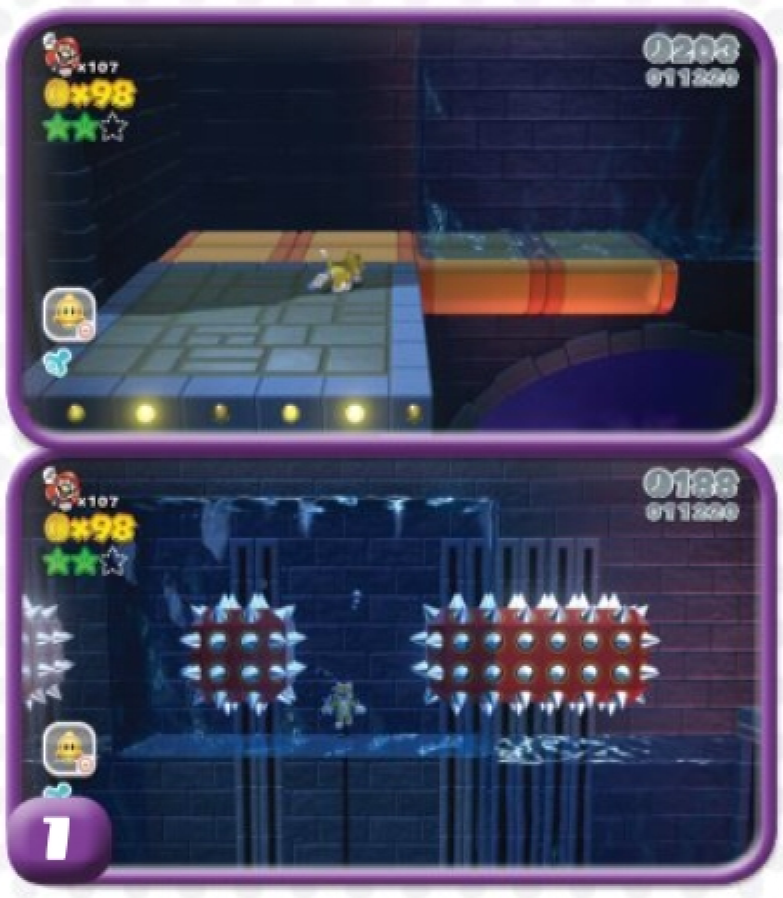
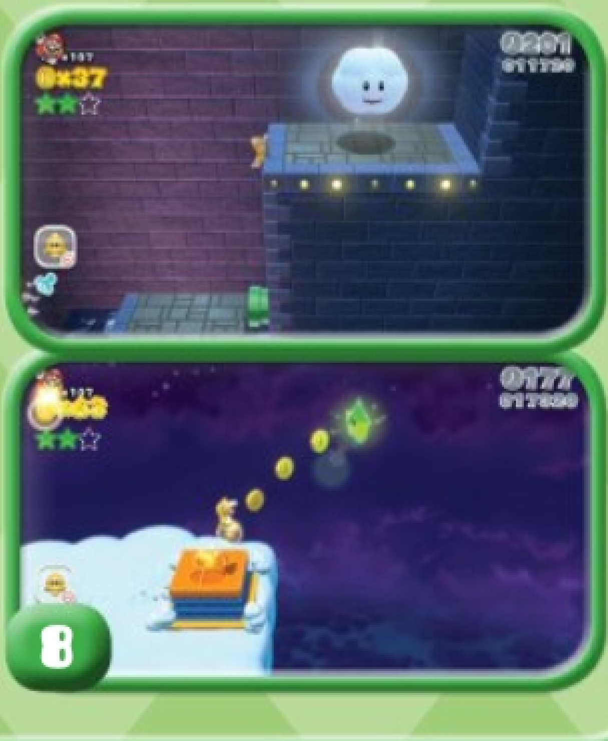

7

This next section can be pretty rough! Using the moving water cubes, you've got to navigate past the moving sets of Spike Blocks. Don't get caught underneath a Spike Blocks that's moving downwards because you can get forced out of the water and into the bottomless pit.

GREEN STAR #3

Ignore the pipe you find just past the moving water cubes for the moment. Climb up the wall it's on to find a Cloud Cannon that takes you to a bonus area where the third Green Star awaits. Watch out for the Para-Biddybuds in this area!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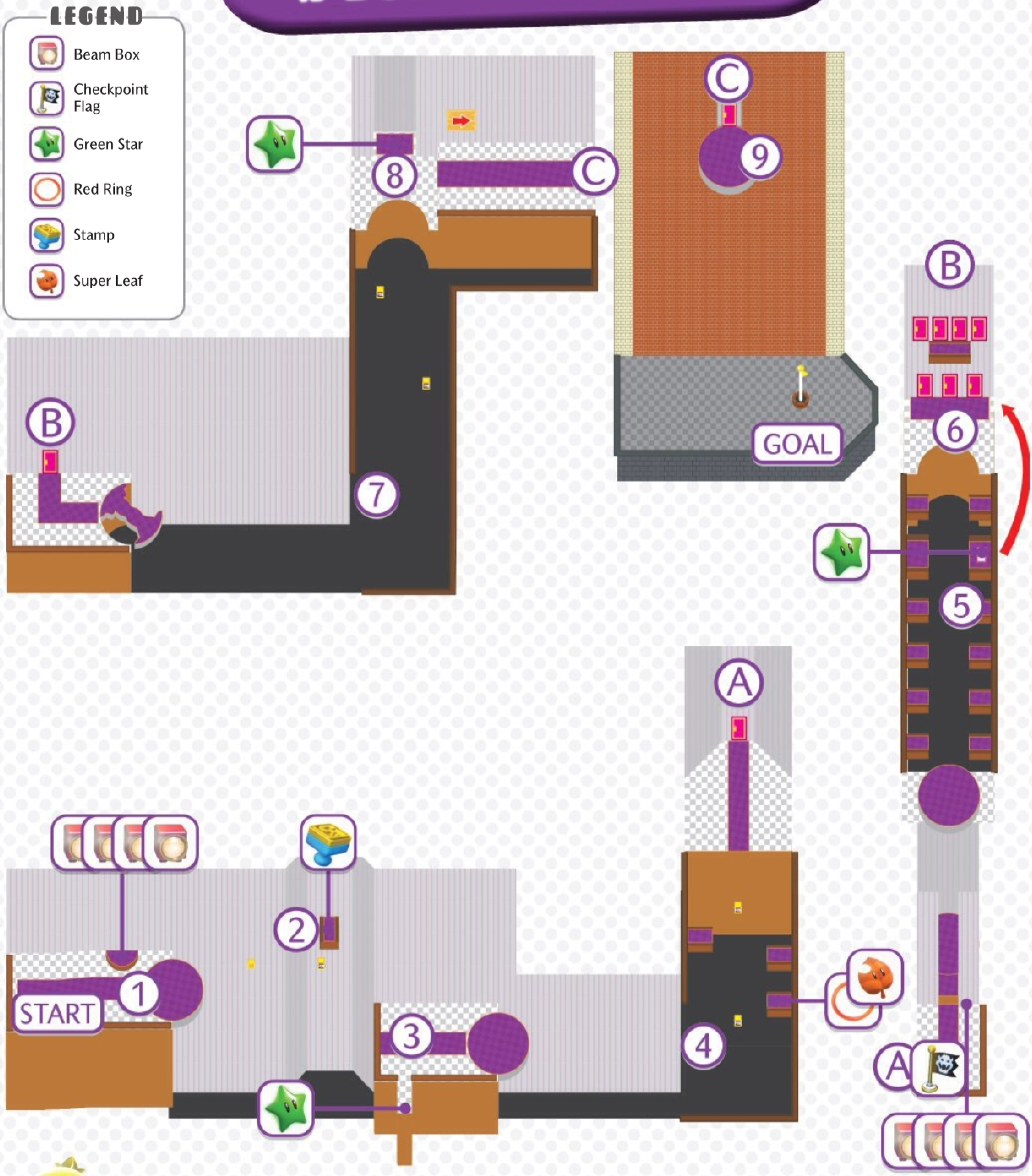
WORLD BOWSER-6:
A Beam in the Dark


LEGEND
Beam Box
Checkpoint Flag
Green Star
Red Ring
Stamp
Super Leaf
START
1
2
3
4
A
A
5
6
B
B
7
8
C
C
9
GOAL

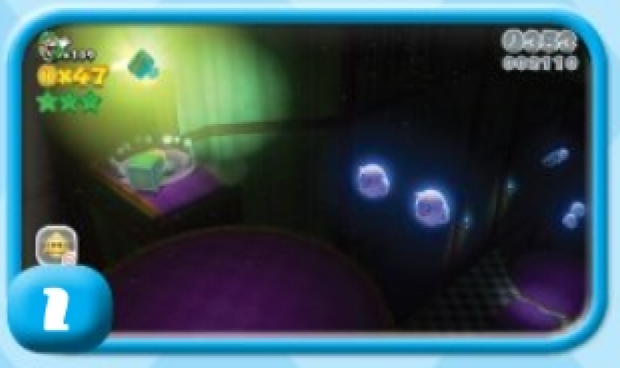
NOTE

If you want to collect everything in this level, Luigi is required to hit a Character Switch for the Stamp.

If you want to get through this level with relative ease, you will want to use the Beam Boxes located near the start. When ready, get on the circular platform and shine light on some ghosts!

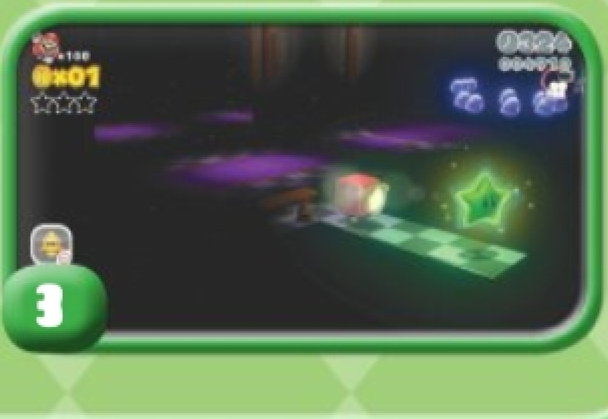
STAMP

The Character Switch that triggers the Stamp to appear is found during this first platform ride.

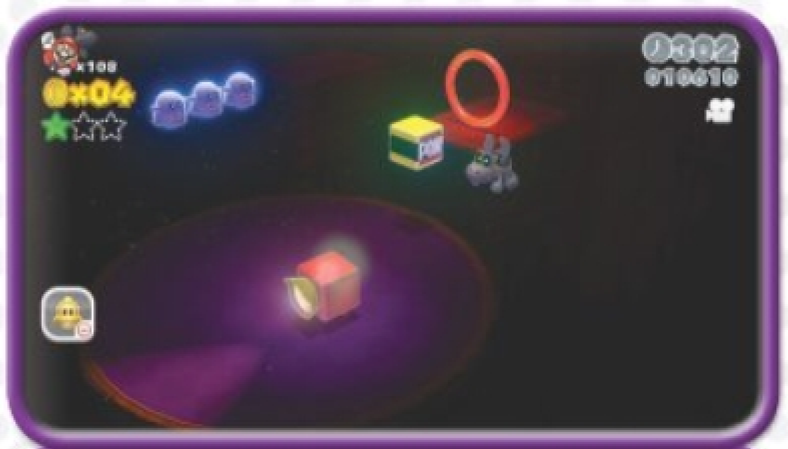


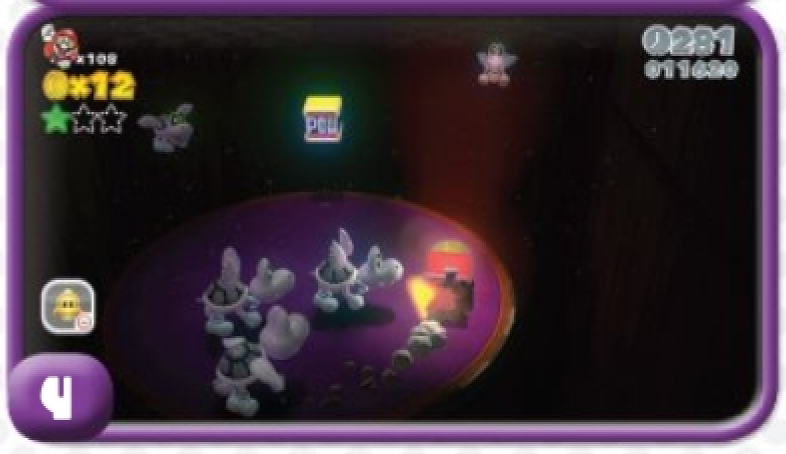
GREEN STAR #1

After the platform ride comes to an end, you are dropped to a lower level. Walk away from the Peepas in front of you until you find a small ledge containing the first Green Star.



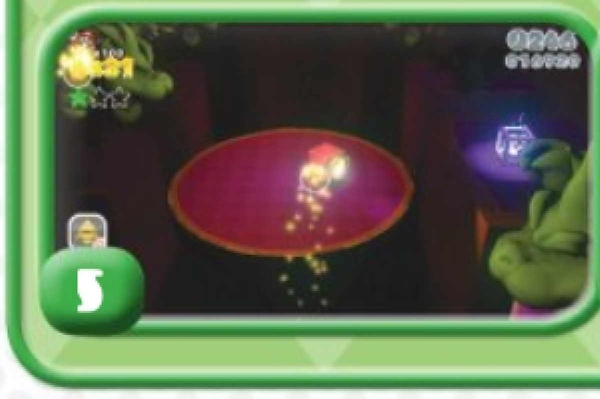
This can be a tough platform ride to survive. Parabones fill the area, and even the Red POW Blocks can't get rid of them if they fall on your platform. If you collect all of the Red Coins after grabbing the Red Ring, you can earn a Super Leaf, which can make this section much easier.

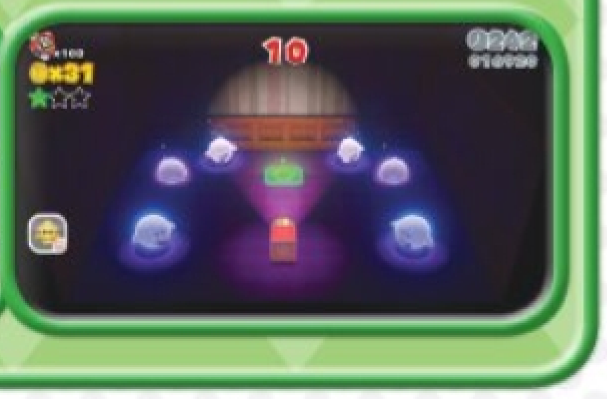


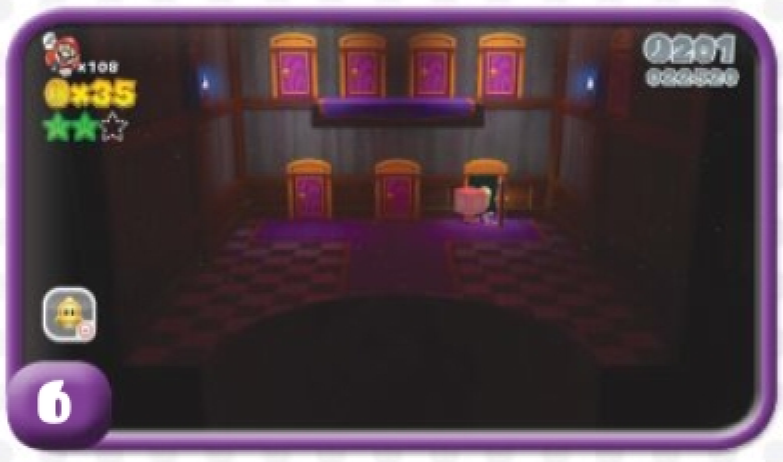


GREEN STAR #2

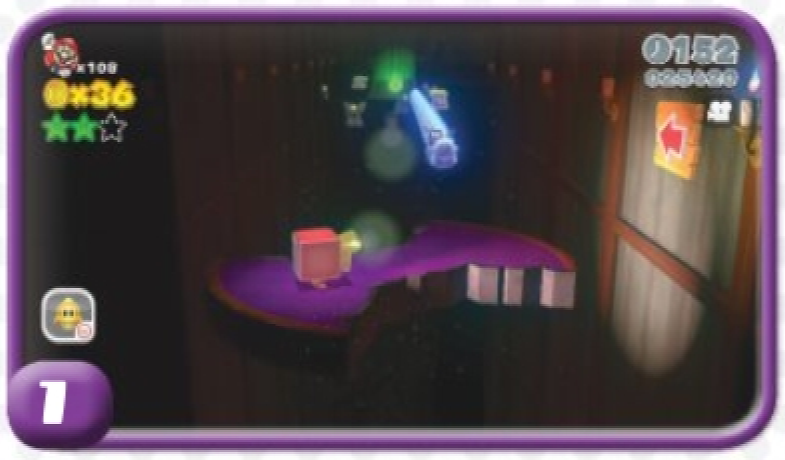
After the Checkpoint Flag, another platform ride awaits. Watch out for a ledge on the right side of the corridor that the platform shoots through; it has a Mystery Box Box on it. The bonus room it takes you to gives you ten game seconds to wipe out a swarm of six Boos. The Beam Box is a requirement! Afterward, take the door next to the Mystery Box's location to end up where you need to go.







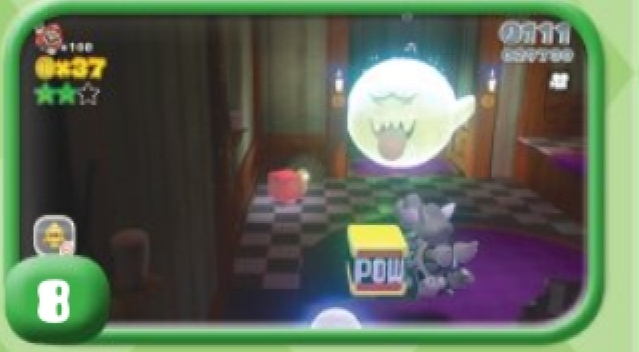
When you get to a ledge with three doors on the ground level, take the one on the far right. It takes you to a ledge in the same room. Take the door on the right again to proceed to the next section.

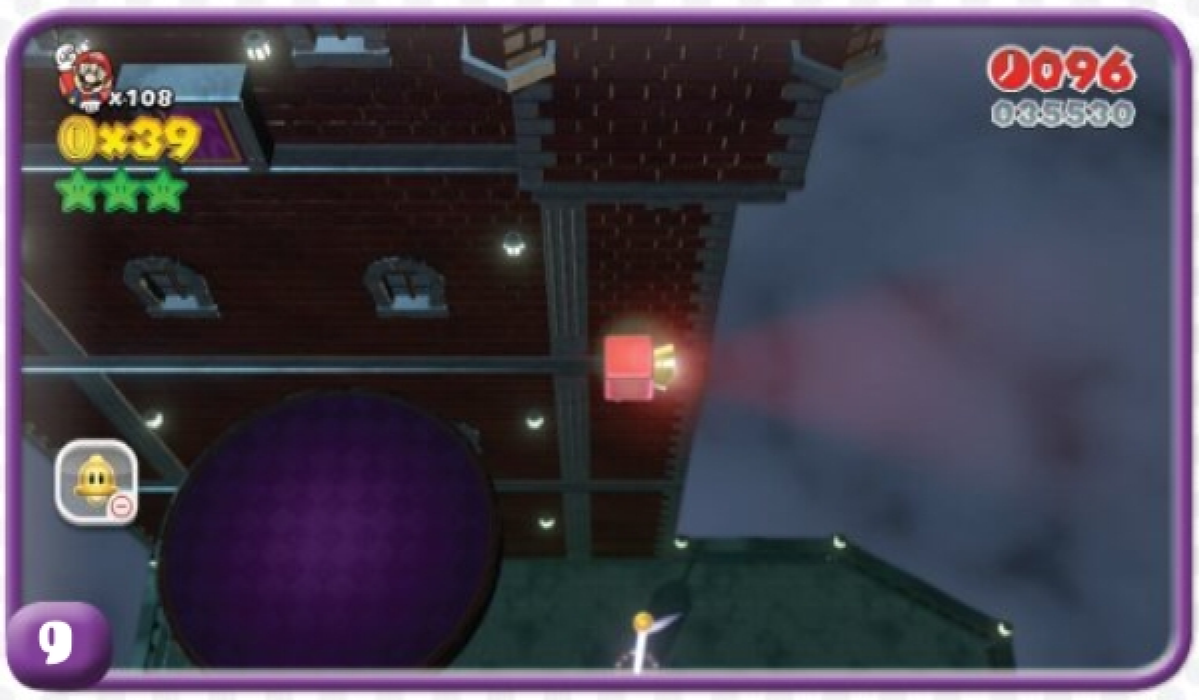


This next platform ride is much more dangerous, as the platform has had two large chunks ripped out of it. The corridor is filled with Peepas and eventually Parabones join the fun, too. You can see the last Green Star in the distance.

GREEN STAR #3

Be careful approaching the third Green Star; a Big Boo appear on top of it. If you still have the Beam Box, you can make the ghost disappear and take the star with no fuss.



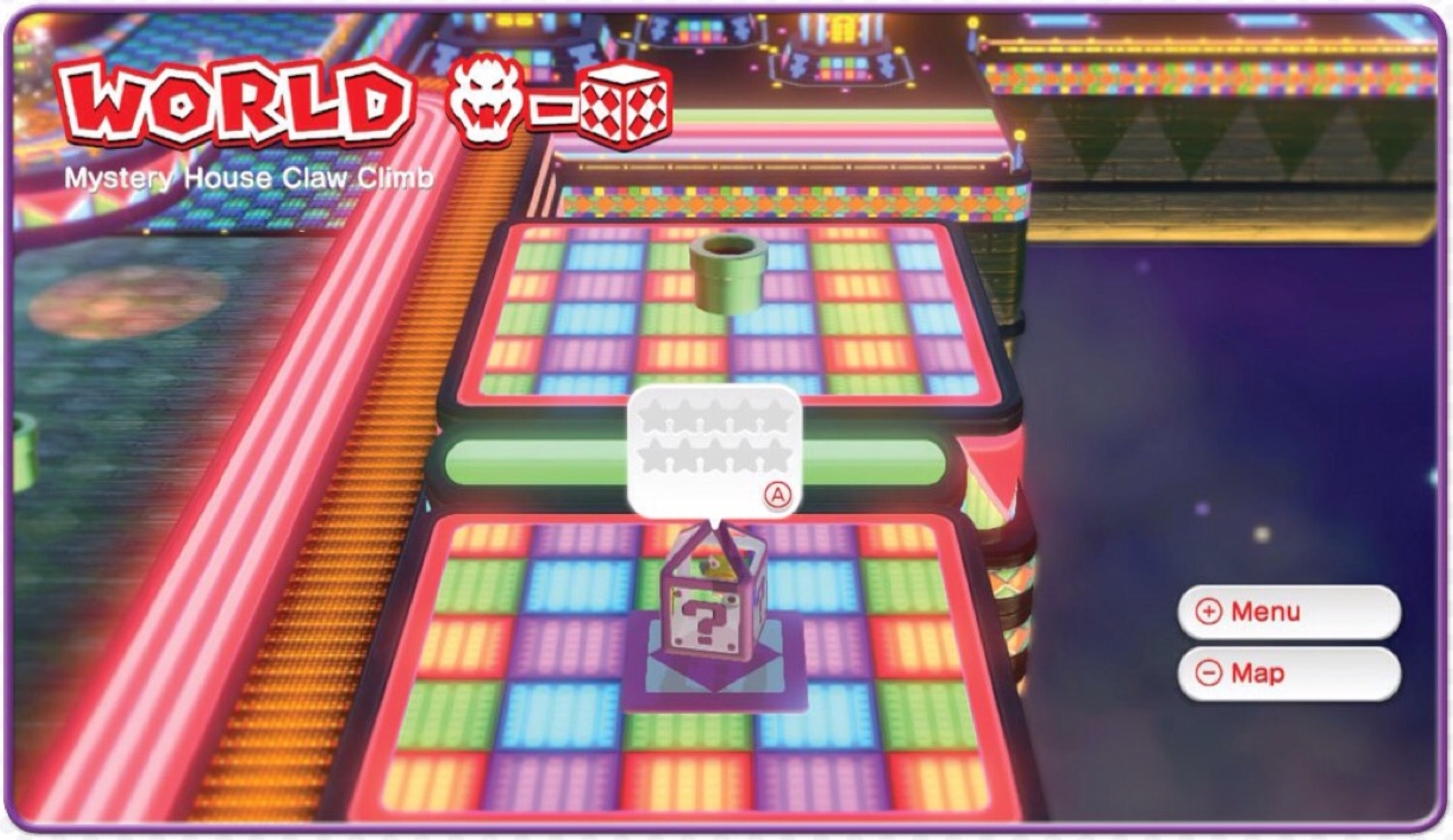


Topping this Goal Pole takes good aim. You start on a platform high above it, but it quickly collapses. A Tanooki Power-Up or a Cat Power-Up can be very useful here.

NOTE

Beating 8-6 causes a pipe to appear on the World Map that leads to the World 8 Mystery House

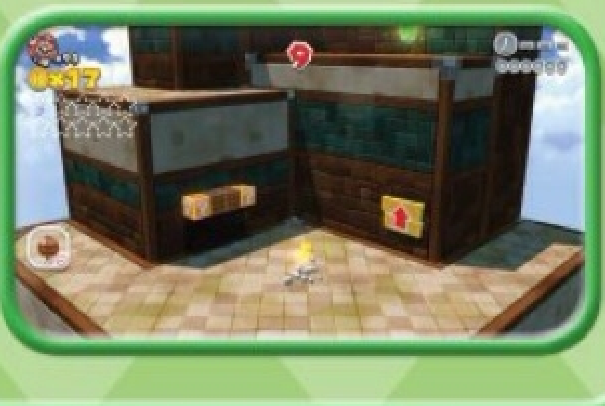
WORLD BOWSER:
Mystery House Claw Climb



This Mystery House is a test of you skill with the Cat Power-Up. If you want all 10 Green Stars, you'll have to climb better than a real cat!

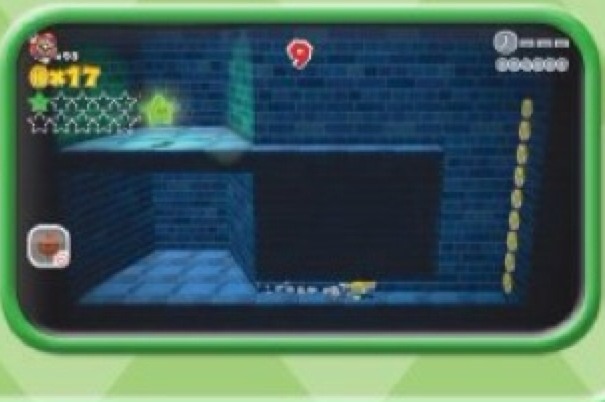
GREEN STAR #1

It doesn't get much easier than this! Grab a Super Bell from the nearby ? Blocks if you need it, then just climb straight up to the Green Star.



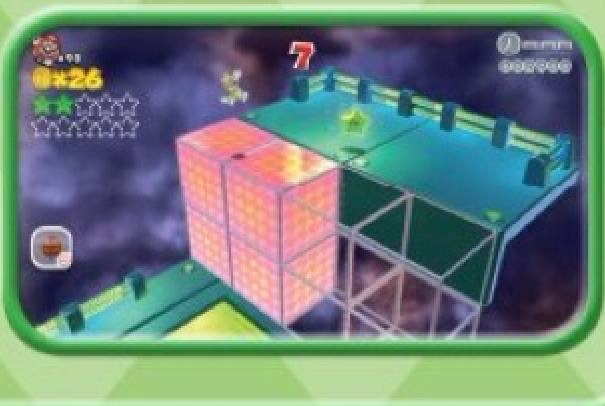
GREEN STAR #2

Nothing too fancy here: climb up the wall lined with Coins, then jump and dash for the star.



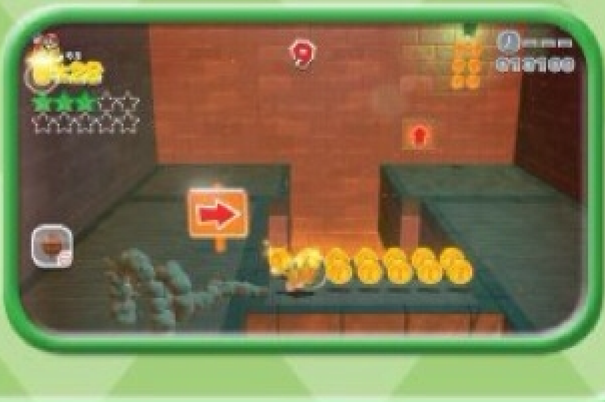
GREEN STAR #3

Now things get interesting! The Beep Blocks can send you spiraling to your doom if you time the climb wrong.

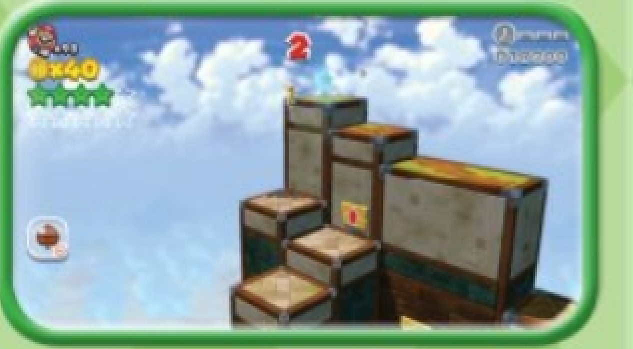


GREEN STAR #4

Make another dash for the Green Star. Don't get reckless and fall into the lava!

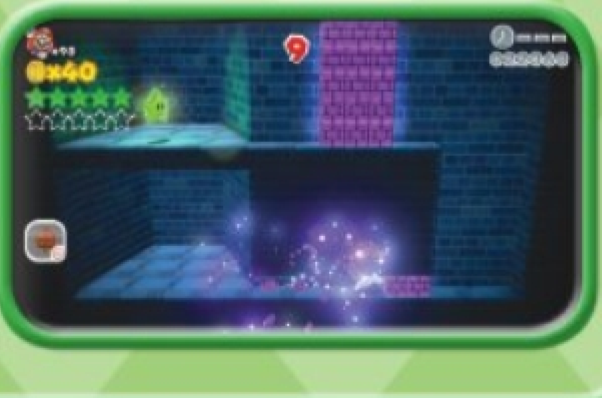


GREEN STAR #5



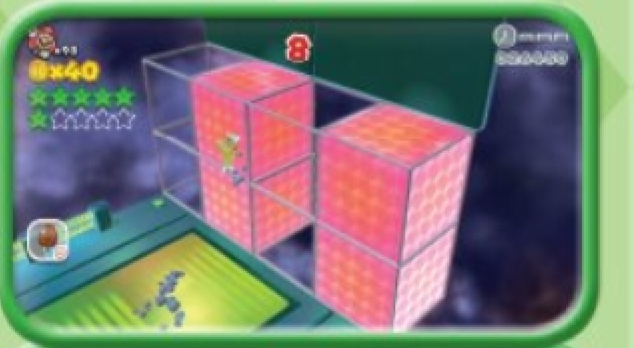
It's back to the tower you climbed in the first room, only now the Green Star is at the highest point. Remember, you can climb only so far before you slide back down to the ground, so make use of the ledges to reset your climb distance.

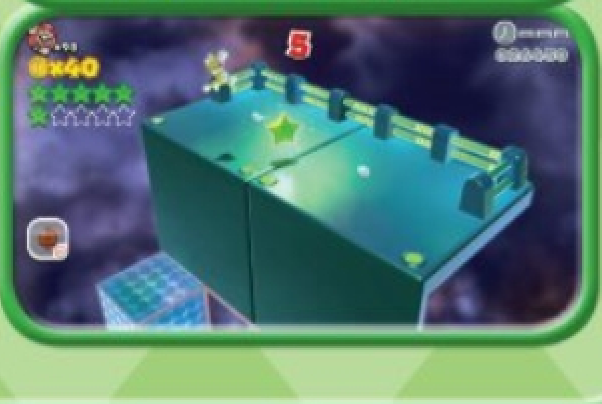
GREEN STAR #6



You're back to the second room, only now there are Crystal Blocks between you and the star. Smash through them with Claw or Pounce!

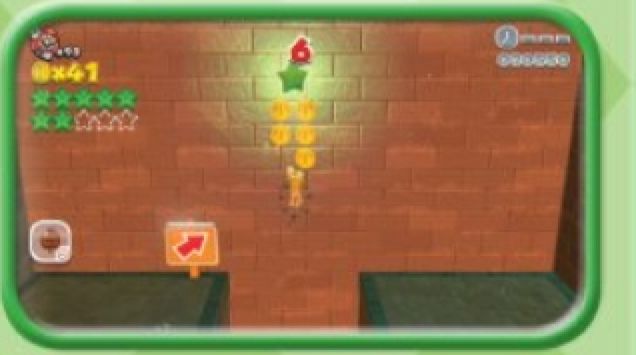
GREEN STAR #7





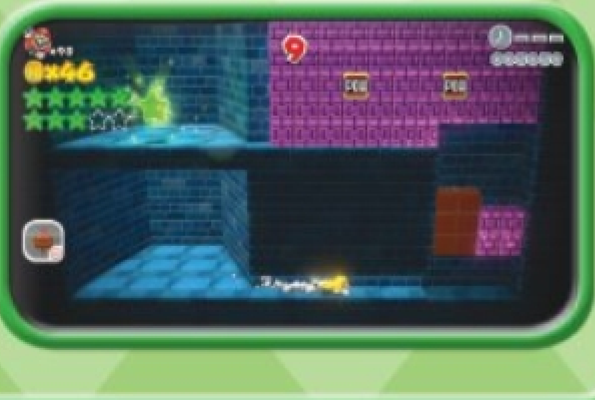
The Beep Blocks in room three are now arranged differently, and you still have a short distance to climb even after you scale them. Don't let yourself get dropped into the abyss!

GREEN STAR #8



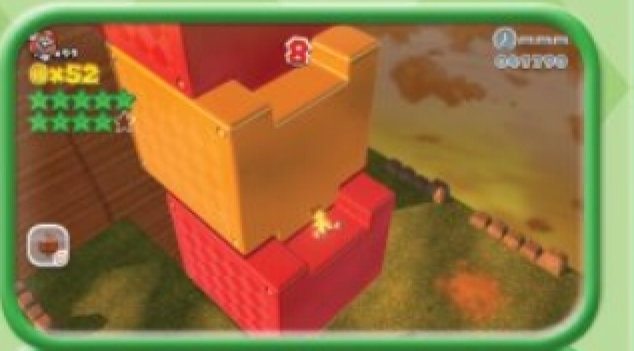
The Green Star has changed locations in this room; now it's hanging dangerously over the lava. You have to scale the wall, get the star, and then Claw Drive to safety.

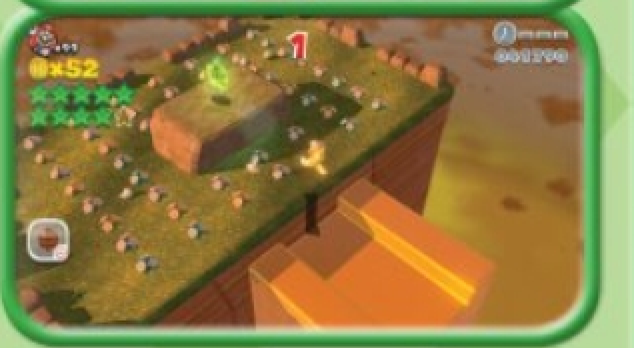
GREEN STAR #9



You might be able to make it to the Green Star without using the Red POW Blocks, but there's no good reason not to make this easier on yourself!

GREEN STAR #10

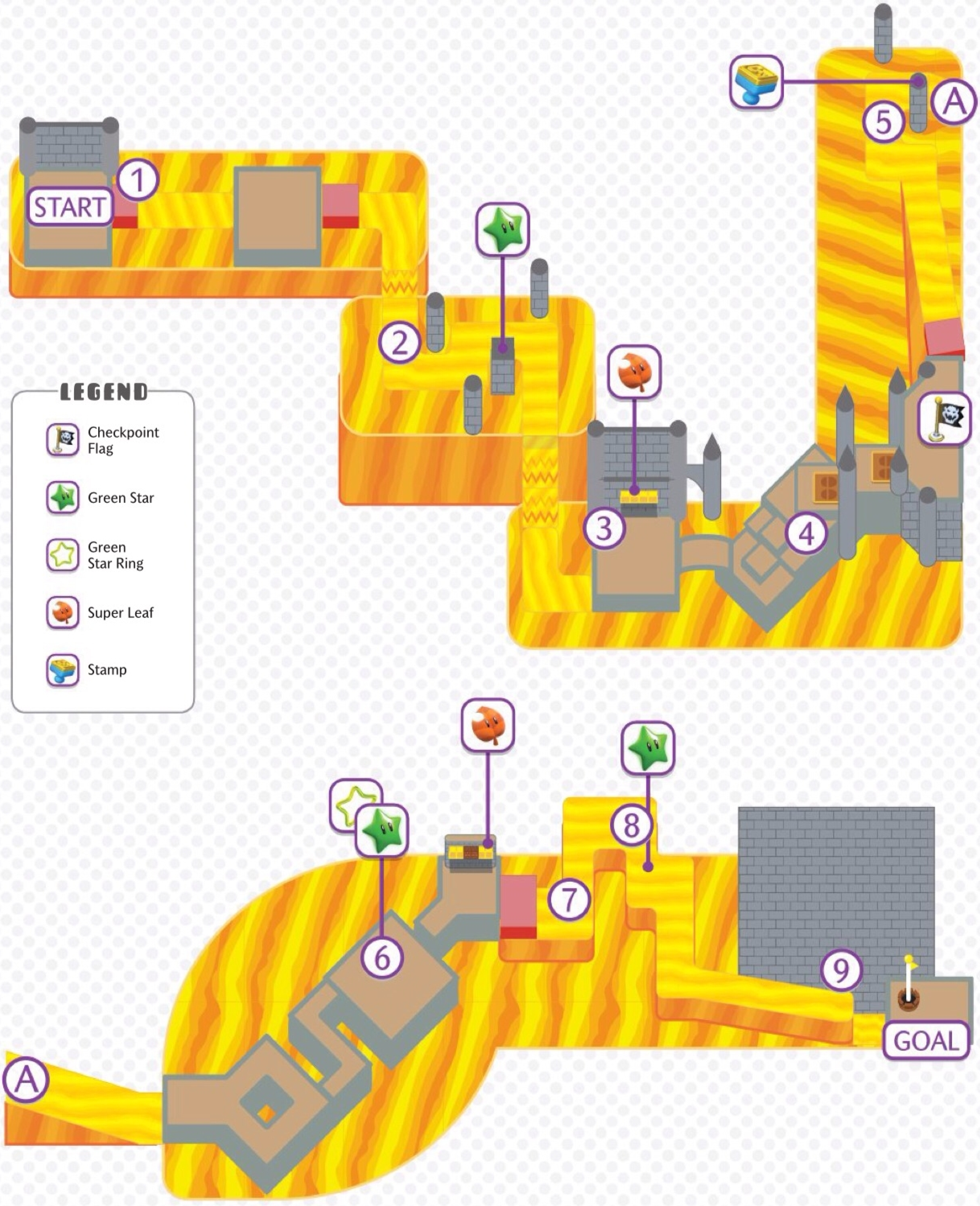




Reaching the Green Star is actually very tough in this room. You must climb up a set of red and yellow platforms. The problem is, the moment you touch these platforms, they start to fall down into a pit. You can't just leap up mid-climb to reach another platform and keep climbing, as you'll run out of stamina and fall toward the ground.

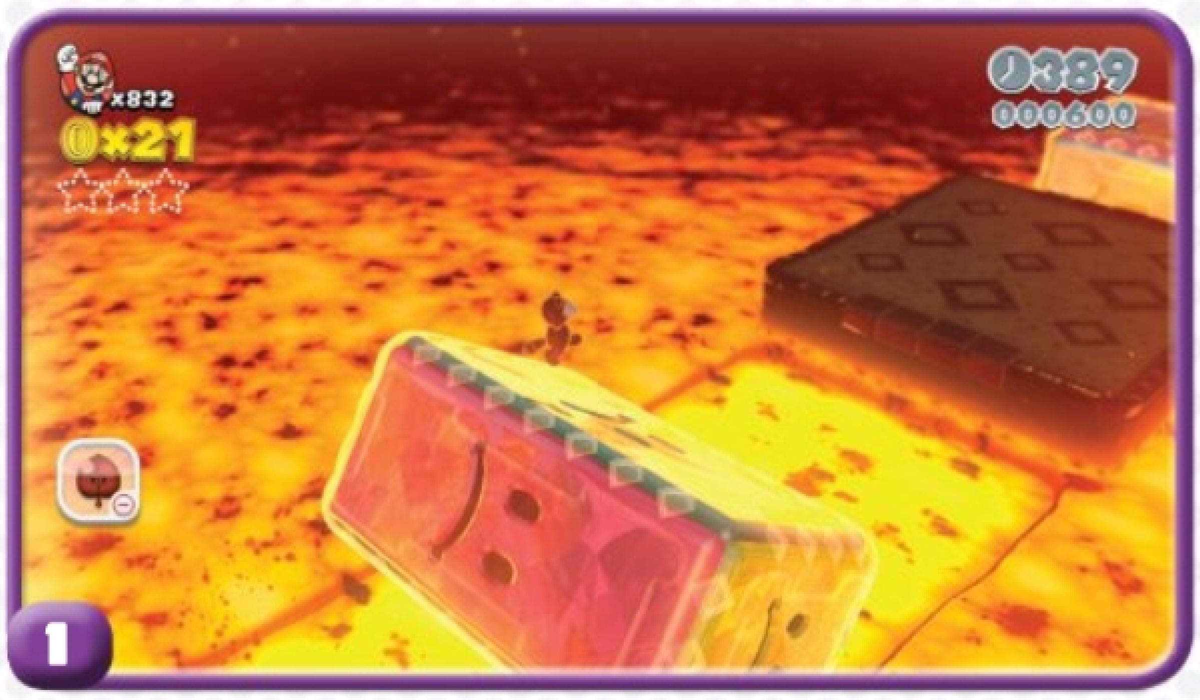
You need to reach the top of a platform, stand on it to reset your stamina, and then make for the next platform and climb it. Of all the characters, Toad gives you the best chance to reach the Green Star well under the time limit. So long as you actually grab the star, the timer can read zero, but you'll still pass the room! Good luck!

WORLD BOWSER-7:
Grumblump Inferno



START
1
2
3
4
5
A
6
7
8
9
GOAL

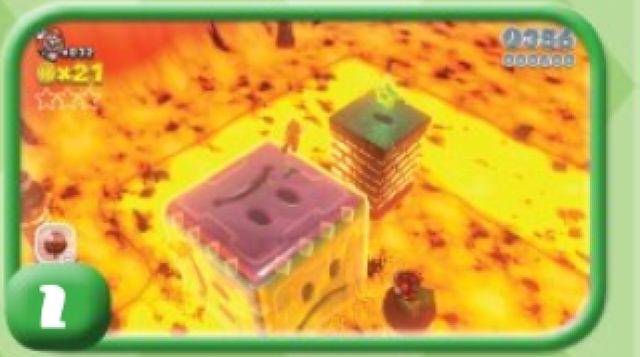
LEGEND
- Checkpoint Flag
- Green Star
- Green Star Ring
- Super Leaf
- Stamp



1

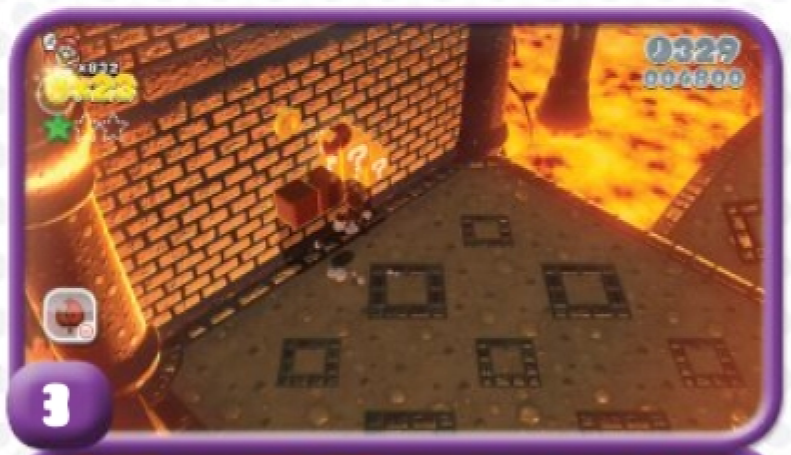
If you didn't believe World 8 was turning up the difficulty before, this might be the level to convince you otherwise. You must routinely cross vast expanses of lava using large Grumblumps. To survive, you have to time your moves and jumps to make sure you stay on the platform and don't slip into the lava. It helps to try and just run on the Grumblumps, jumping only when needed. A Tanooki Power-Up is very useful in this level!

GREEN STAR #1



2

After a terrifying drop, the second block platform rolls into view of the first Green Star. Two smaller towers contain Fire Piranha Plants to avoid. Wait until the block gets close enough to make it safe to jump to the star's platform.



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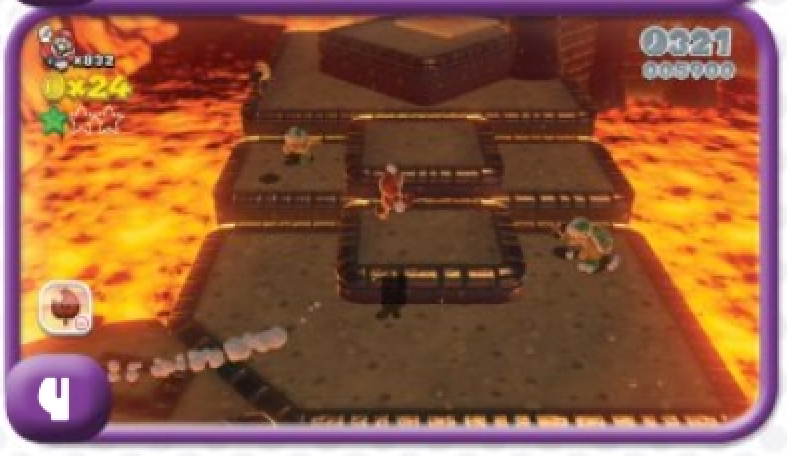
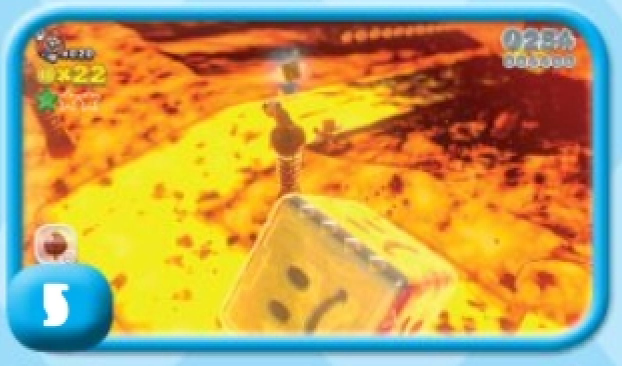


4

Be sure to pick up the Super Leaf on this platform. Even if you already have a Tanooki Power-Up, a spare can't hurt to have!

Nearby, a pair of Hammer Bros. confront you.

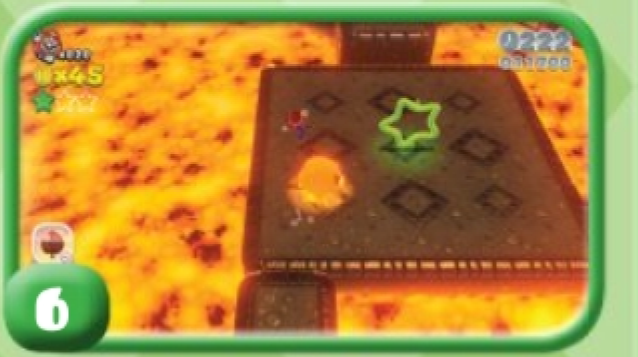
STAMP



5

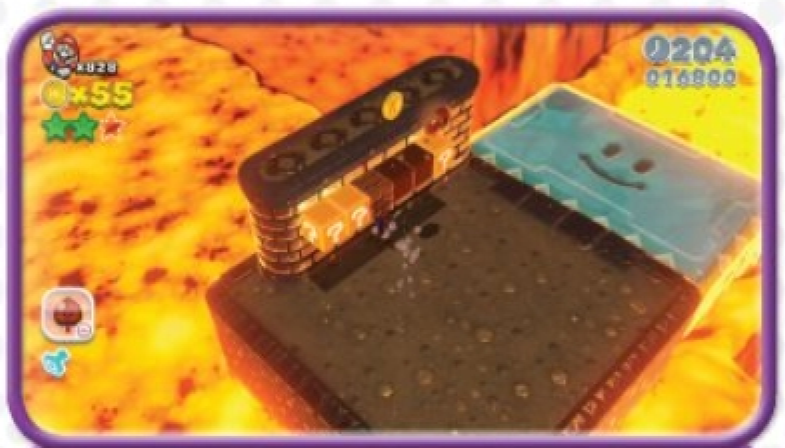
The Stamp is shortly after the Checkpoint Flag. To reach item you have to survive a tumbling block ride down a lava hill, jump off the block, and bounce off the head of a Hammer Bro. that is on the pillar underneath the Stamp. There's a good chance you'll get hit in the attempt to get this item, so be ready to deal with that.

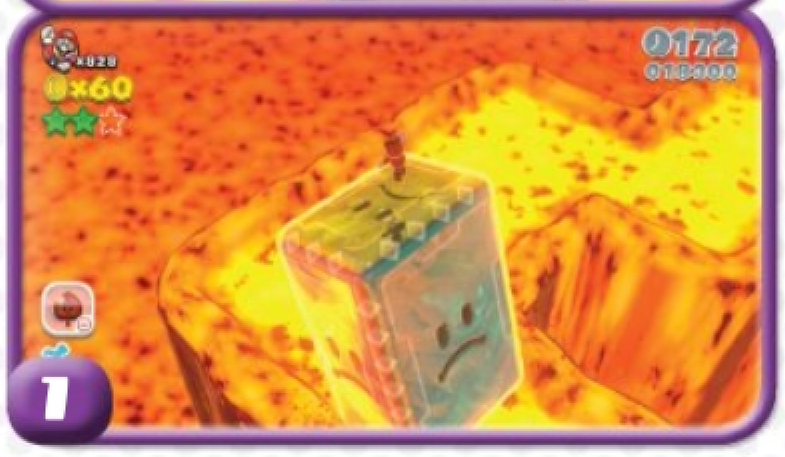
GREEN STAR #2



6

Splorches roll around the platform with the Green Star Ring. Remember to avoid their lava trails while trying to collect the Green Coins to make the star appear!

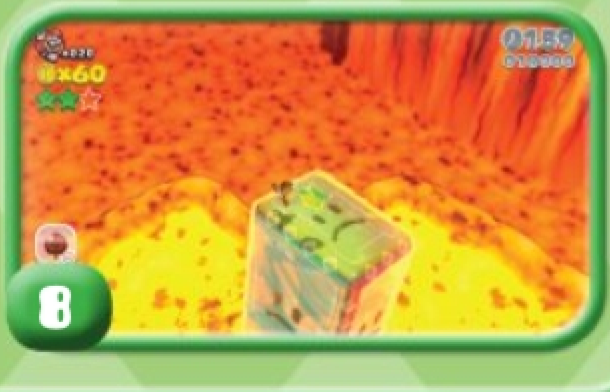




7

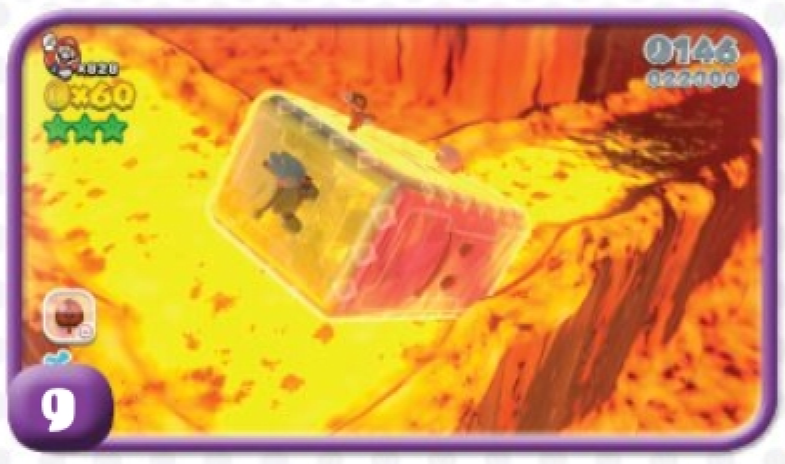
You've already dealt with the Grumblumps changing directions, but this time, the block can roll lengthwise, which can be tough to compensate for. Hopefully you still have a Tanooki Power-Up to rely on!

GREEN STAR #3



8

The last Green Star can be nabbed only when the rectangular block platform is sitting vertically, and even then your window of opportunity is very short. Skipsqueaks are also on the platform and can interfere with your plans. Don't be surprised if you have retry this section repeatedly!

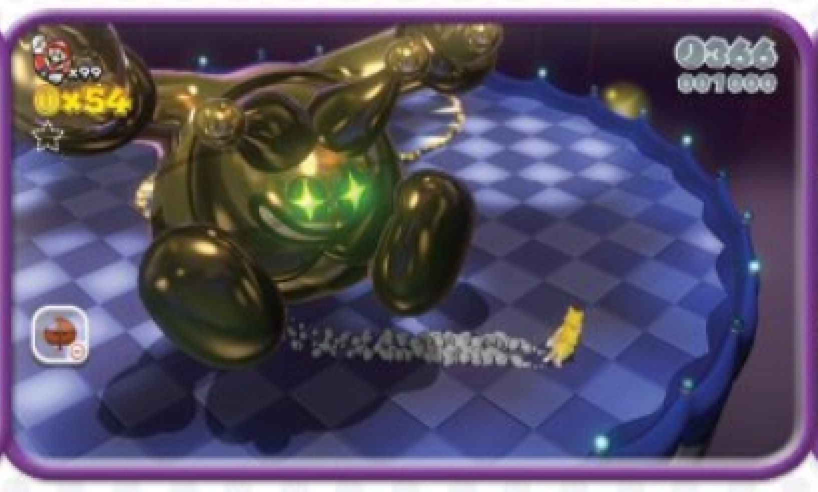


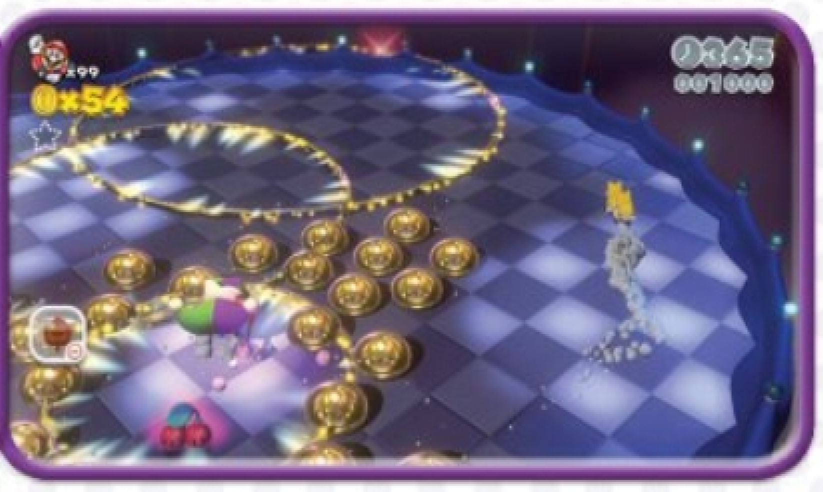
9

The third Green Star signals the lead up to the Goal Pole. Once the platform rolls into place, you have a very limited time to set up a jump that can get you atop the pole. This can be done without a Tanooki Power-Up or Cat Power-Up, but it's not an easy task.

WORLD BOWSER-A:
Motley Bossblob's Encore

WORLD -A
Motley Bossblob's Encore
x99
x238
x65
x54
Menu
Map



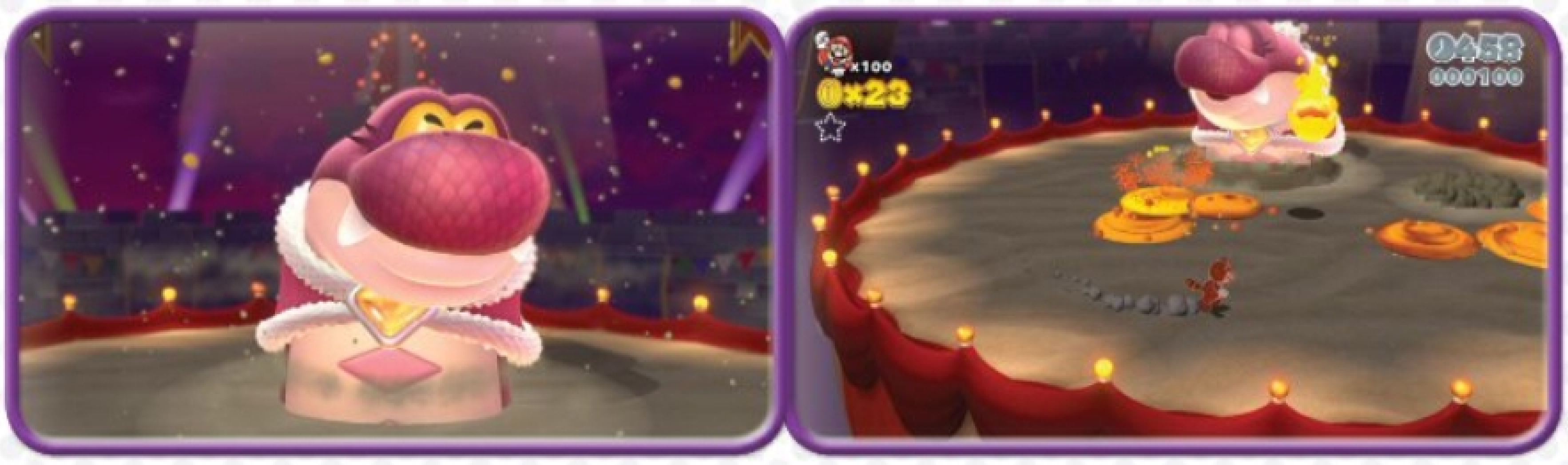


Motley Bossblob has picked up a mean trick since your last encounter with him: harmful shock waves emit from where he lands after any jump. These shock waves expand fairly slow, which makes them a longer-lasting threat, and they also have pretty good range. Additionally, he starts off a lot faster than he ever was in the first encounter, and he only gets faster. Every time he gets hit outside of his massive Motley Bossblob form, he adds more jumps to the first half of his routine, which means large portions of the arena are danger zones constantly.

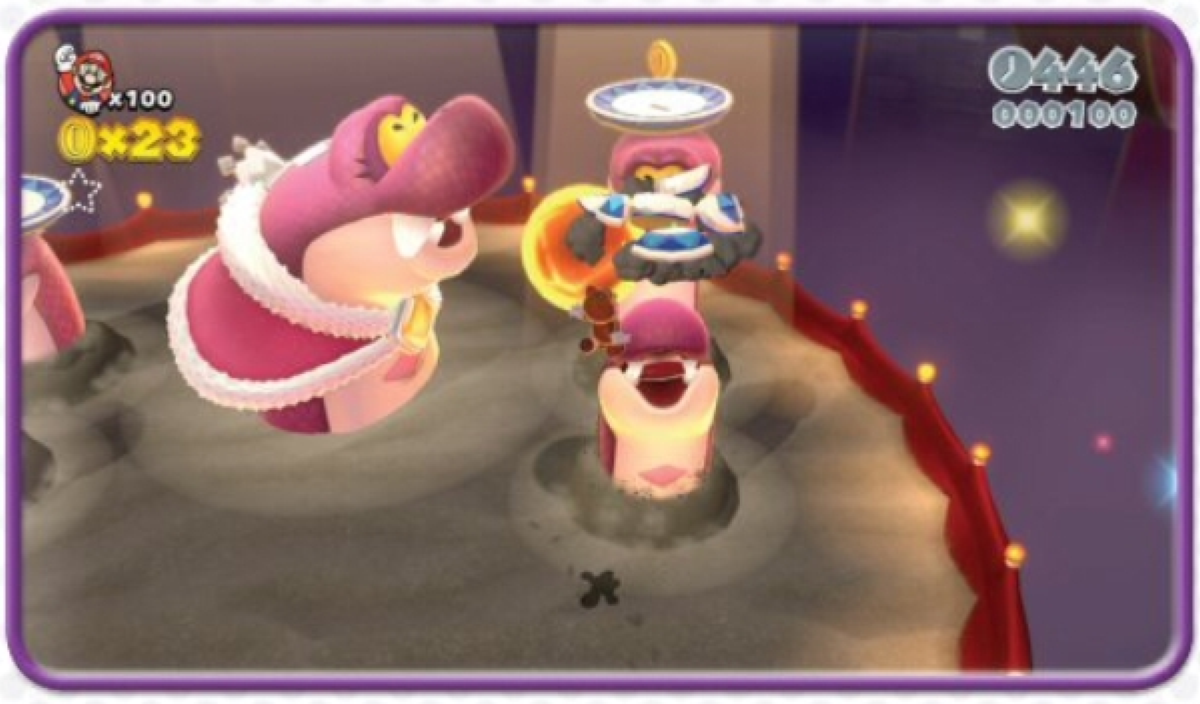
Still, despite these enhancements, Motley Bossblob still follows roughly the same patterns and tactics as before. After three hits, the boss is defeated and you're awarded a Green Star. You still need to reach the top of a Goal Pole before this level is completed.

WORLD BOWSER-B:
Hisstocrat Returns

WORLD -B
Hisstocrat Returns
Menu
Map

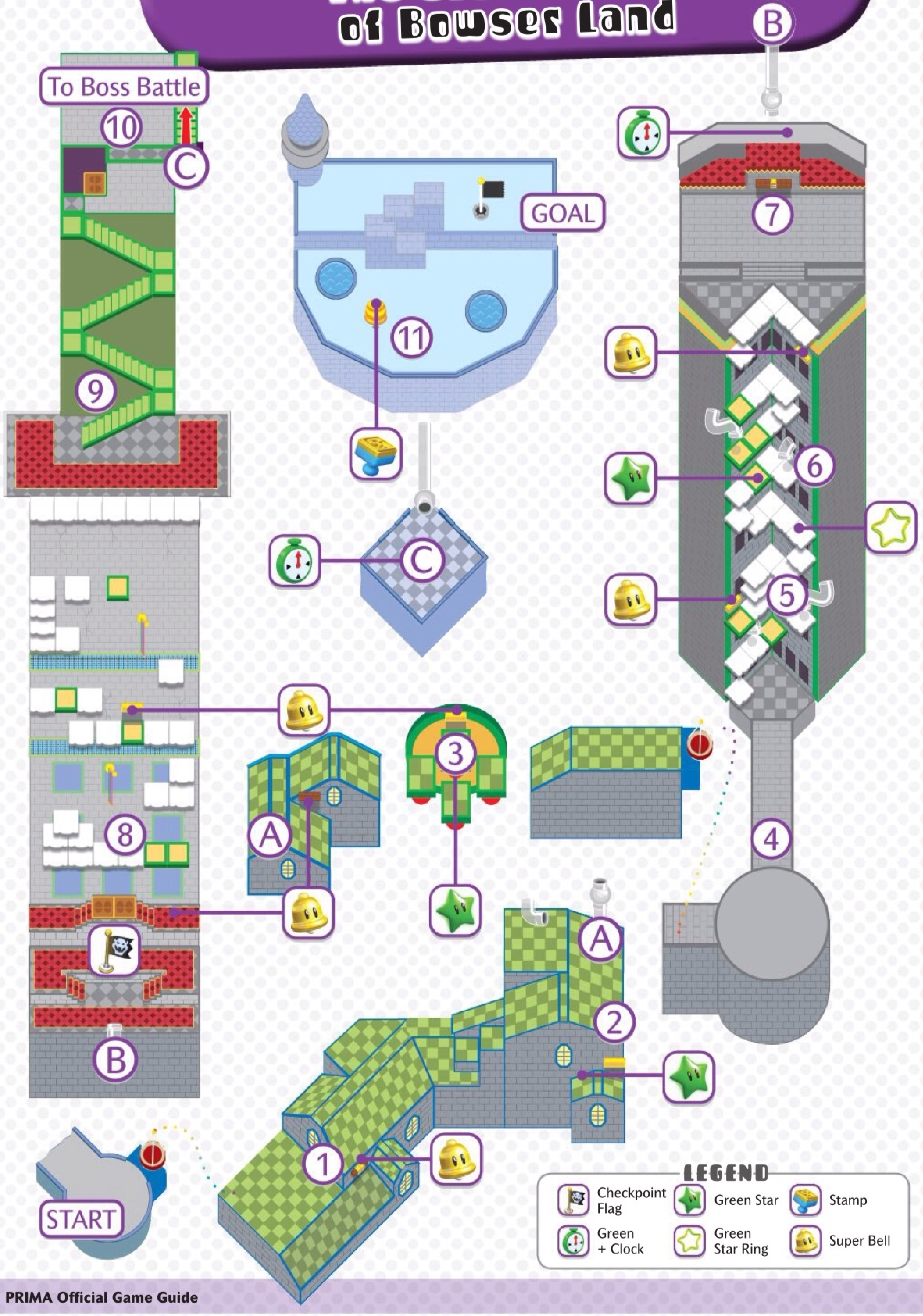


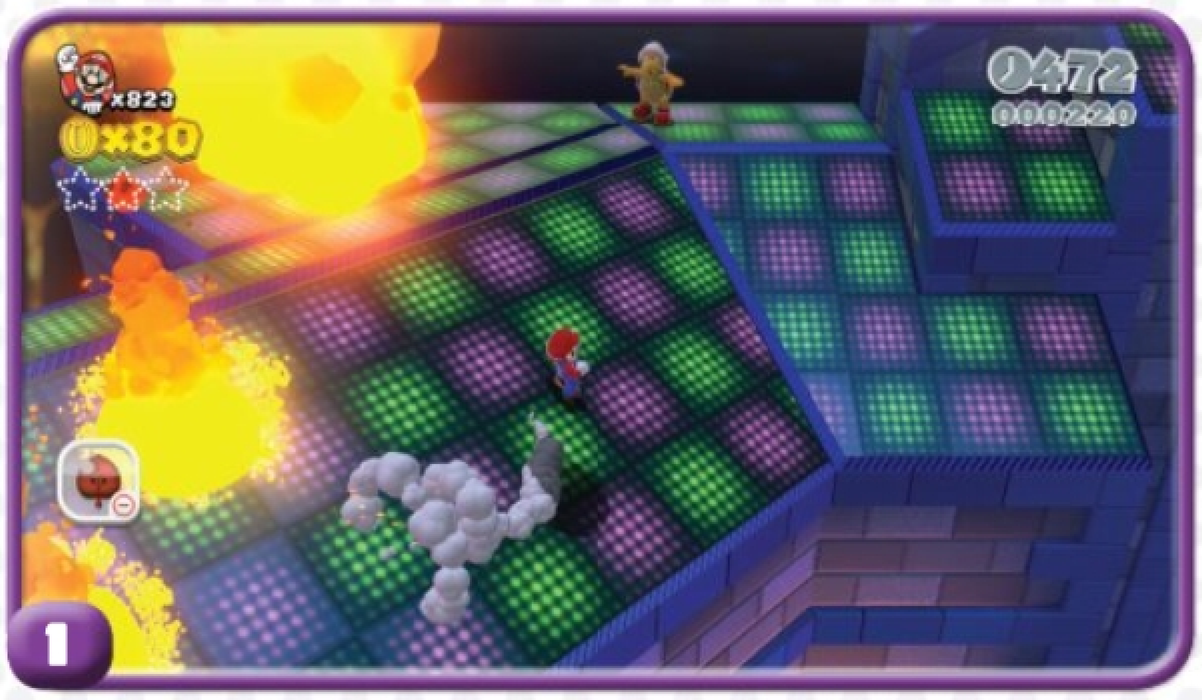
This Hisstocrat make look different, but more or less follows similar patterns as before. The real threat here is that whenever Hisstocrat bursts from the ground, instead of boulders falling from the sky, lava does. And this lava leaves a pool on the ground for a few game seconds. In general, Hisstocrat and the helper snakes move much faster, meaning you've got less time to get into position to land a stomp.



Hisstocrat is also proactive about getting rid of the smaller snakes so you can't set up a stomp. If you hesitate on one of the snakes, Hisstocrat will shoot a large fireball from its mouth to drive the snake off. However, as with the other boss rematch, it still takes only three hits before the fight is over. You earn another Green Star for your trouble. Reach the Goal Pole in the aftermath of the fight to complete this level.

WORLD BOWSER-CASTLE:
The Great Tower of Bowser Land


B
To Boss Battle
10
C
GOAL
11
7
9
6
5
C
8
3
A
4
A
2
B
1
START
LEGEND
Checkpoint Flag
Green Star
Stamp
Green + Clock
Green Star Ring
Super Bell

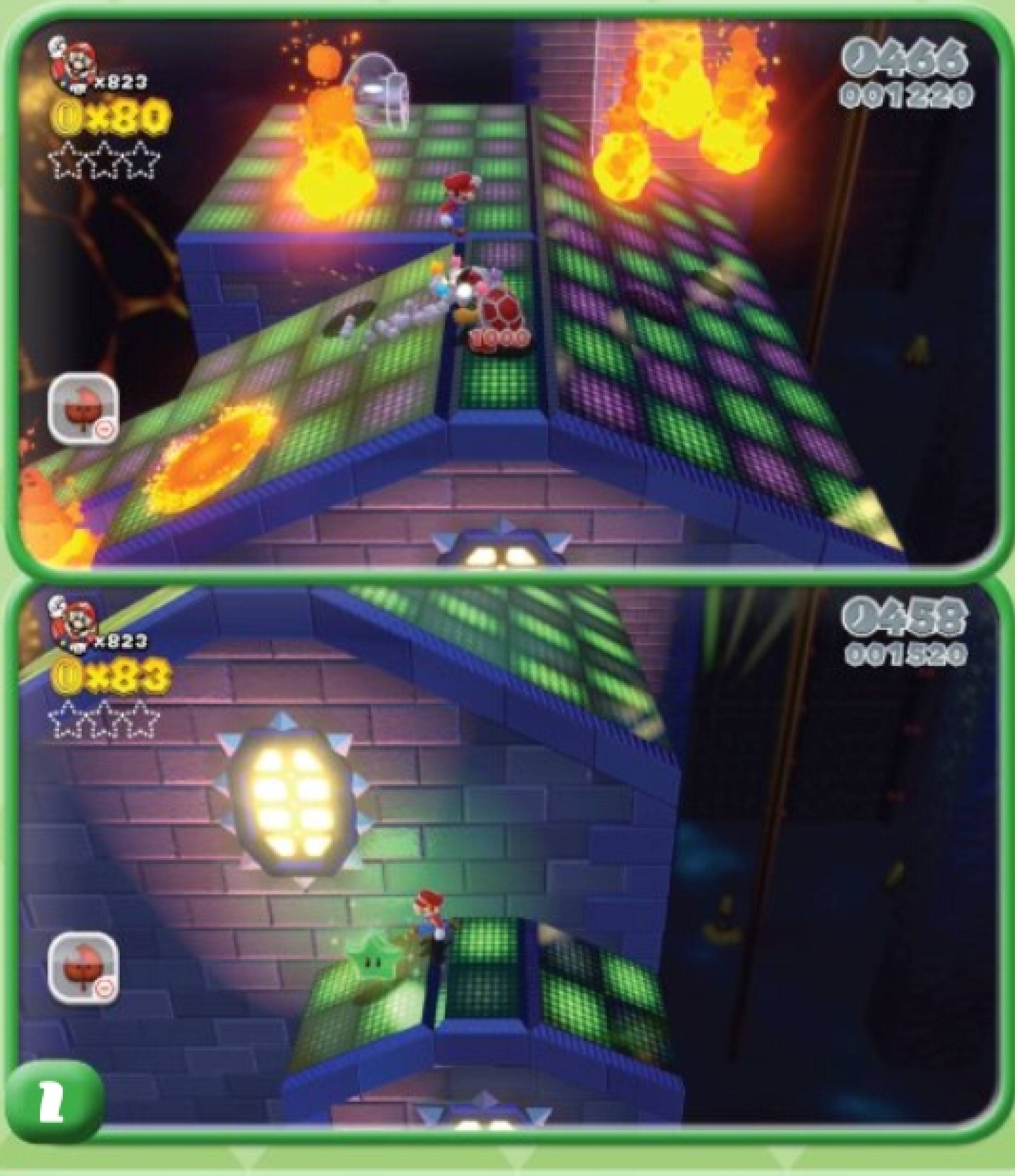


1

After taking the gondola from the start point down to the base of Bowser's tower, you end up on a roof that is being bombarded by lava. In addition to that, Fire Bros. are positioned around this starting area. You can get a Super Bell early on, and you should do everything you can to keep it for this level!

GREEN STAR #1

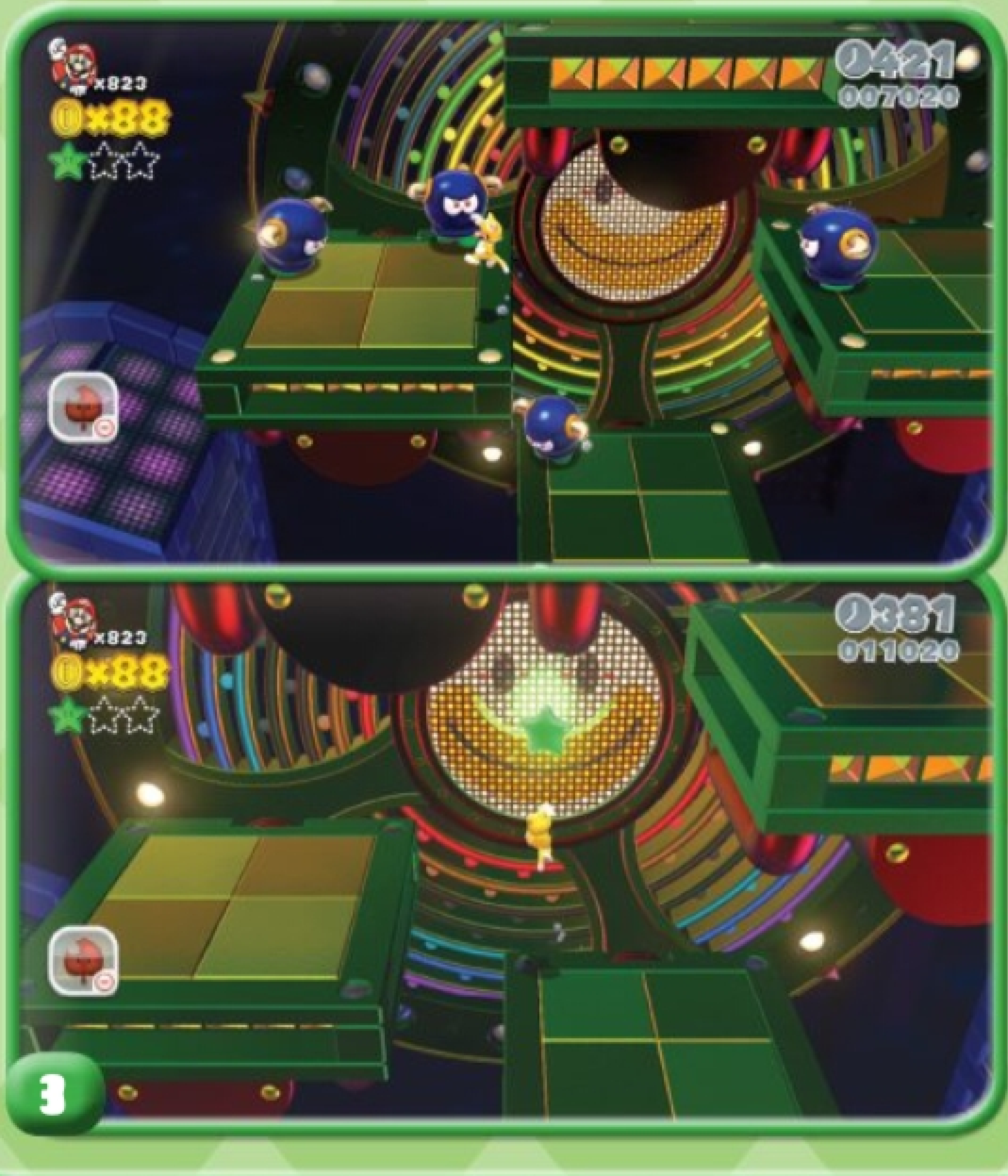
Before taking the Clear Pipe off of this rooftop run, you can drop onto a small side ledge to collect the first Green Star. There's a nearby invisible ? Block that you can hit to get back onto the roof easier.



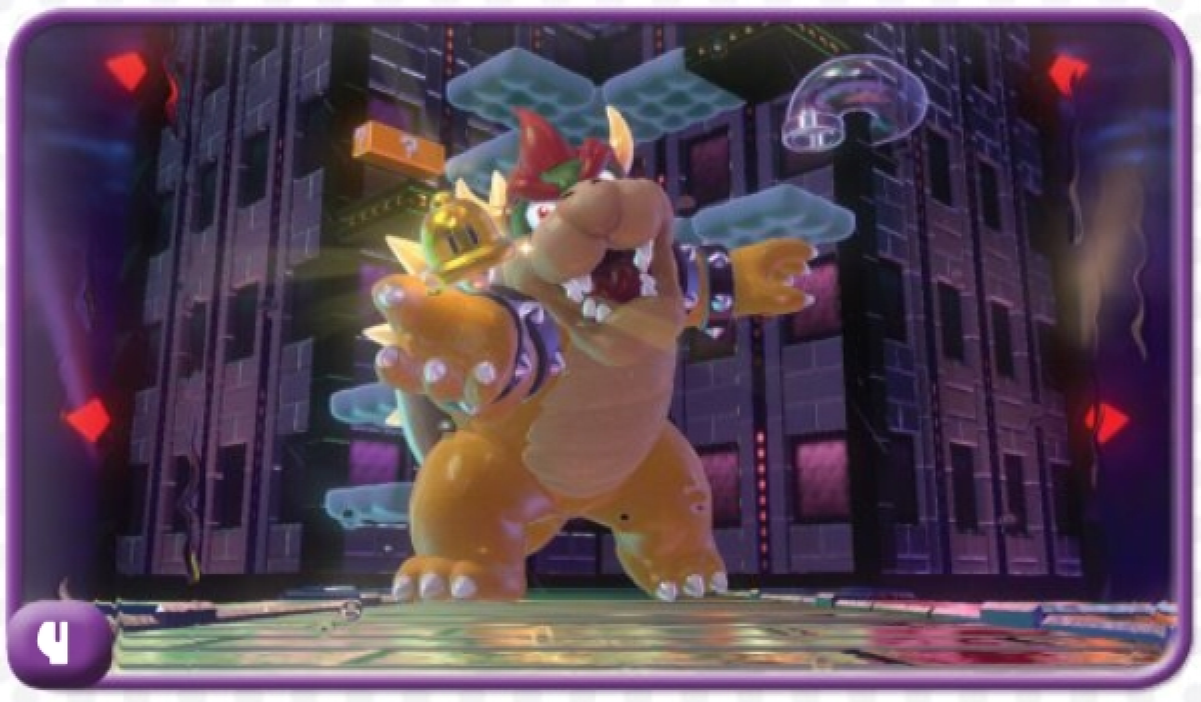
2

GREEN STAR #2

You find the second Green Star by knocking off all the Bullies from this Ferris wheel. Retrieving the star can be tricky, as it appears on the center of the wheel, away from the immediate comfort of a platform. The Cat Power-Up is valuable here.



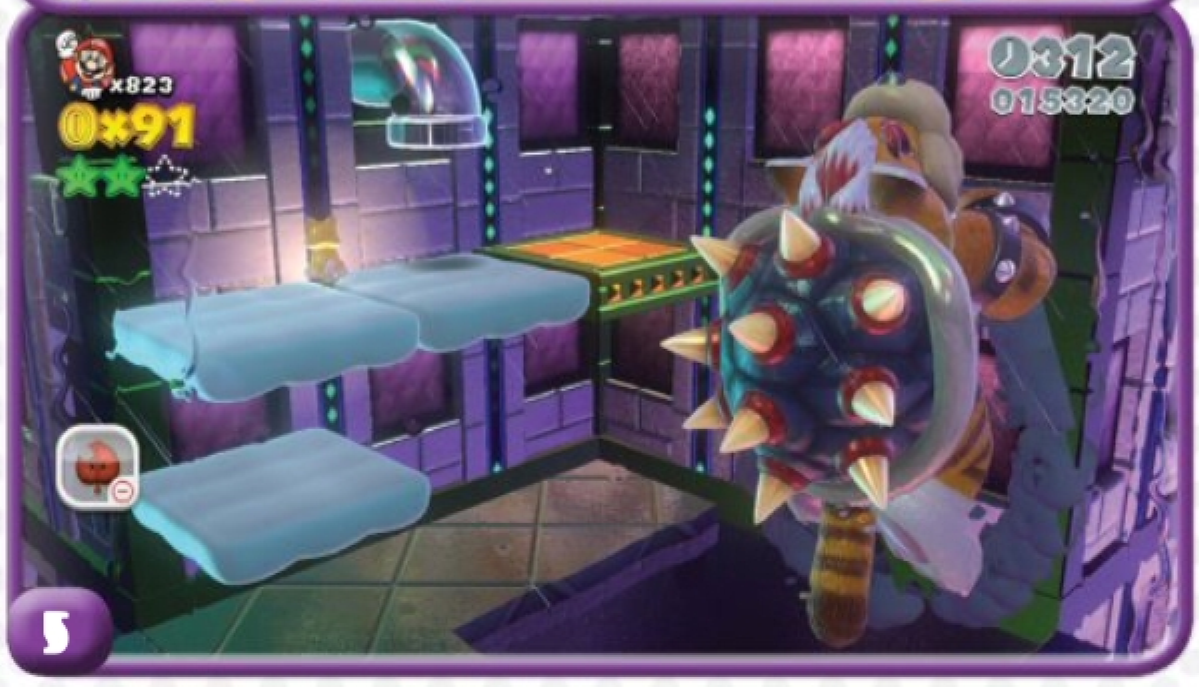
3



4

After another gondola ride, Bowser confronts you at the foot of his tallest tower, brandishing a Super Bell.

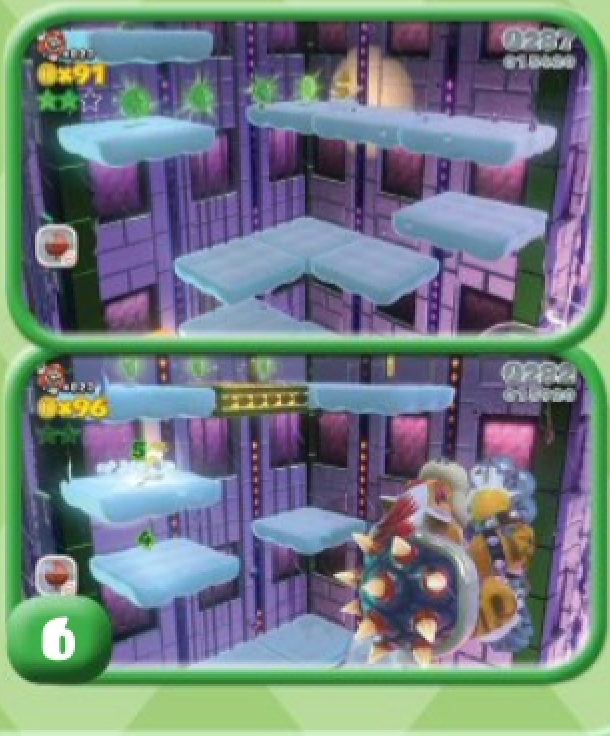
BOSS BATTLE: Meowser

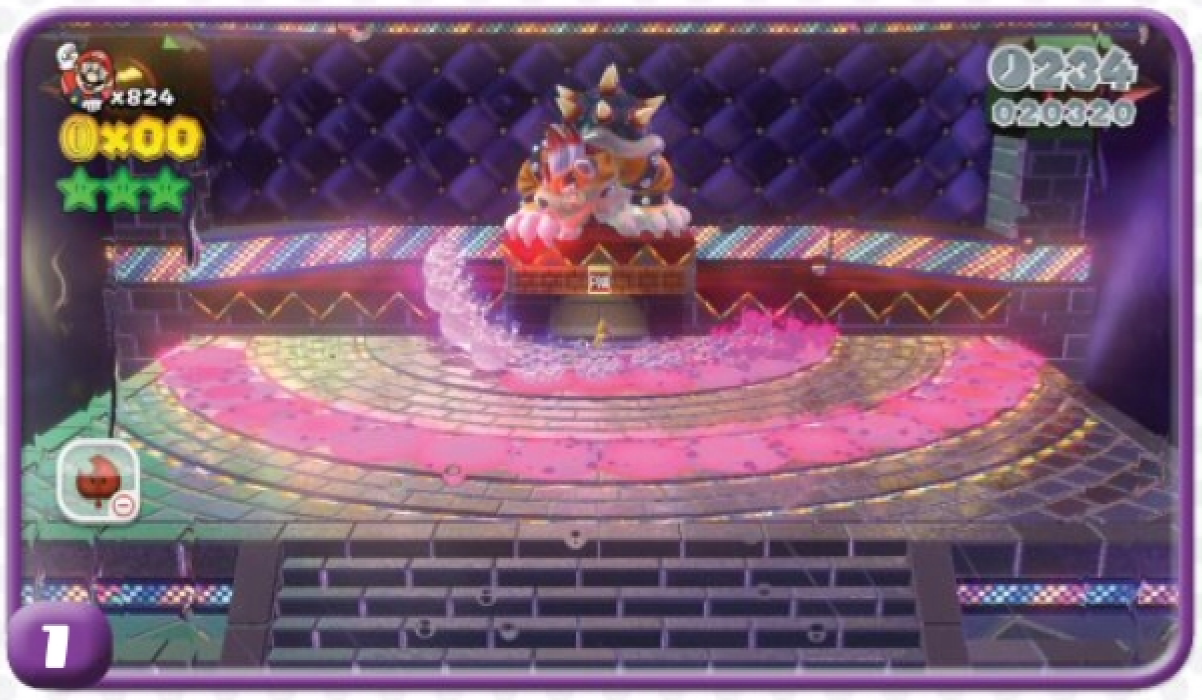

5

After his astonishing transformation, Bowser, now Meowser, leaps away from the bridge, and you're forced to climb the tower behind him using the various platforms on the wall. The camera scrolls automatically upward, so missing a jump can cost you a life.

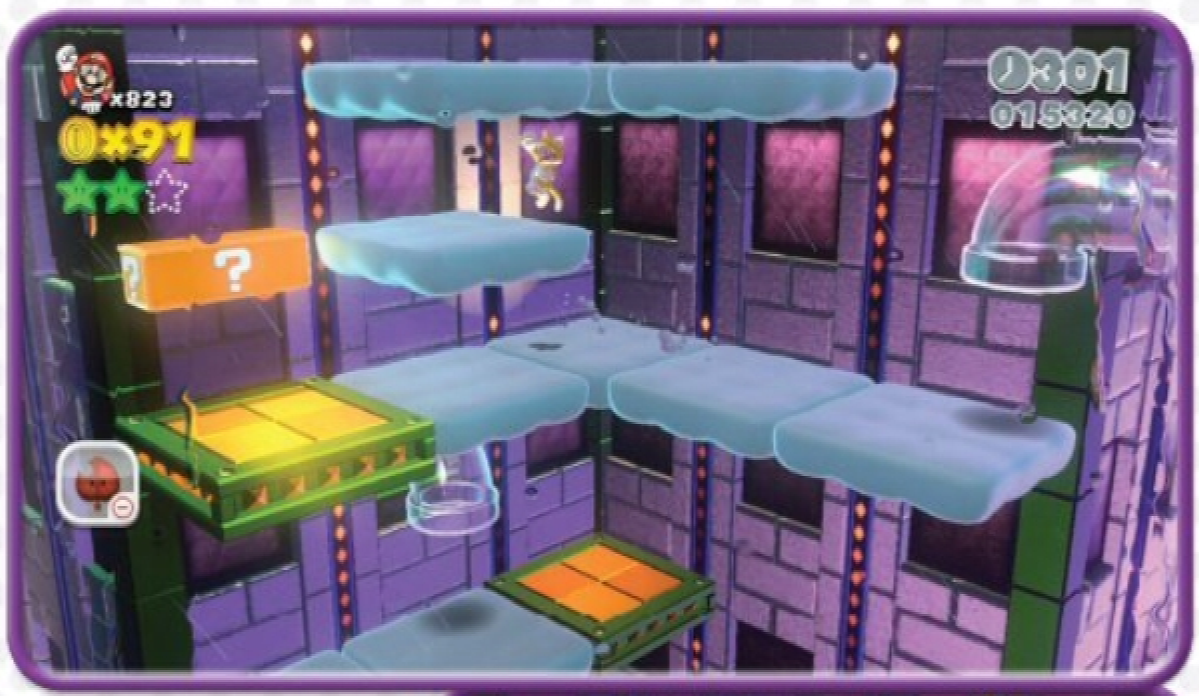
GREEN STAR #3

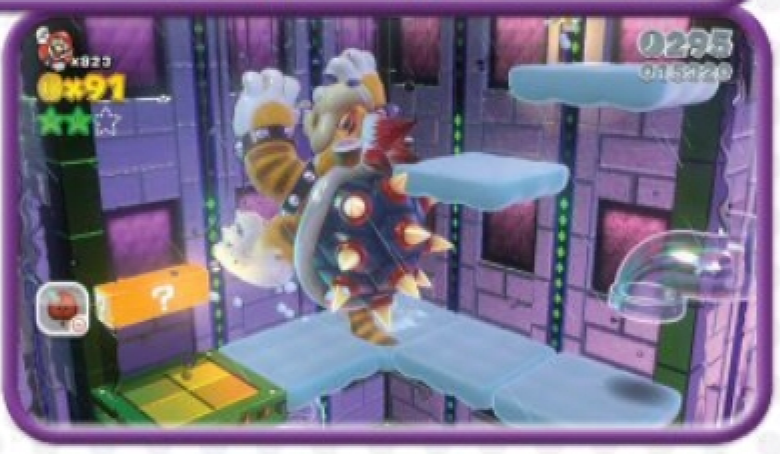
The last Green Star requires you to collect a Green Star Ring, and the Green Coins that appear afterwards. during this precarious climb up the tower. Don't feel discouraged if you lose a few lives trying to retrieve this star, as Meowser's destruction of platforms can make it challenging.


6

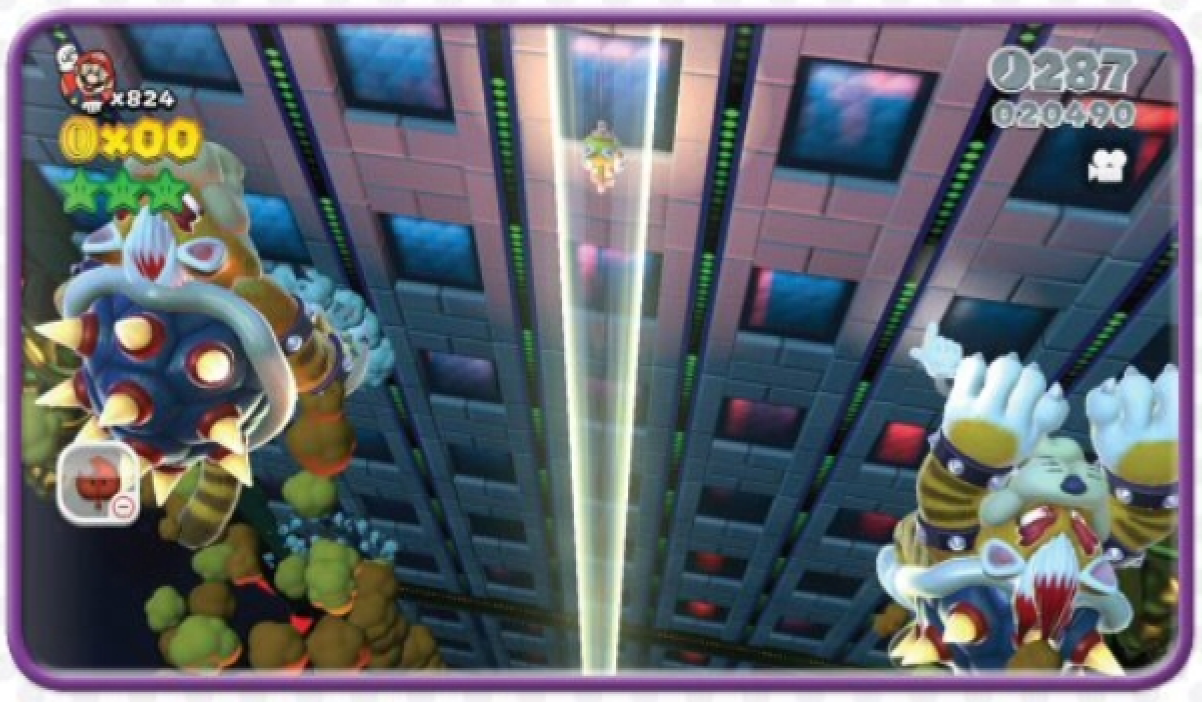

7

Survive the first part of this climb, and Meowser will stand on a platform that can be destroyed by striking a Red POW Block. He tries to stop you by spewing large waves of fireballs in your direction. The Red POW Block launches Meowser off the tower, and reveals a hidden room behind him with a Clear Pipe leading to the next part of this encounter. There's a green + Clock near the Clear Pipe, if you're short on time.



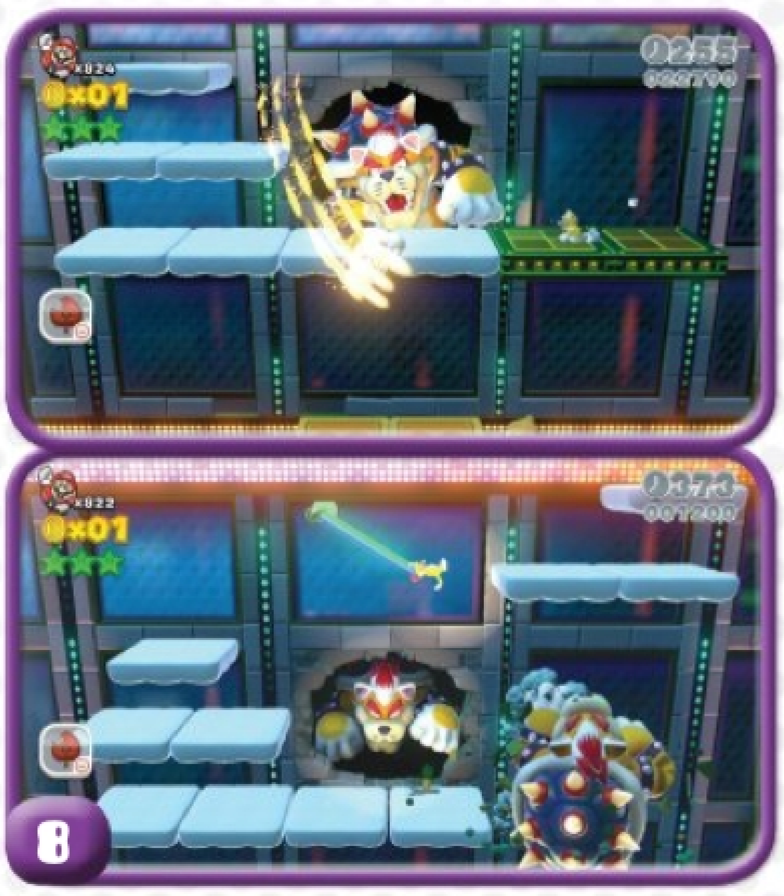


During this part of the battle, Meowser climbs up the tower, destroying platforms in his path, and then slides down the side of the building to destroy more platforms. You can see when this is about to happen by paying attention to the top of the screen for a rain of debris to fall, indicating where he's coming from. Fortunately, the cloud platforms regenerate after a short delay, so you're not totally out of luck if they are taken out.

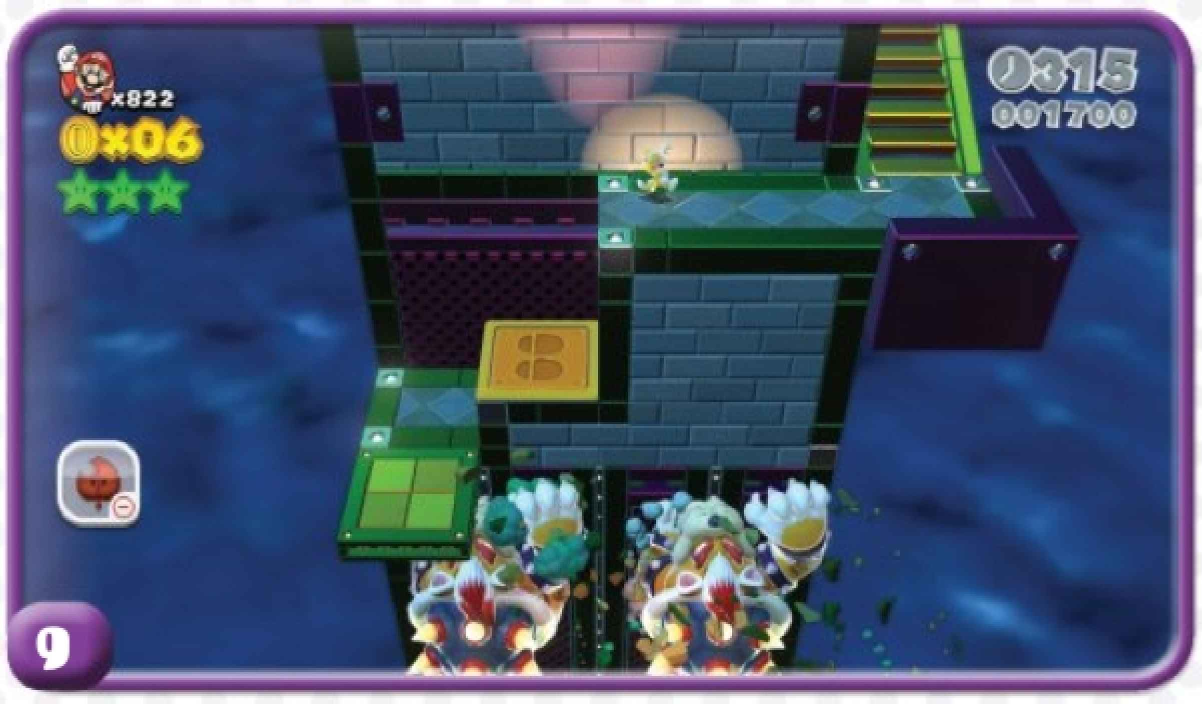


As you travel up the Clear Pipe, it becomes apparent that Meowser has gotten his hands on a stash of Double Cherries, which has obvious results. Fortunately, there is a Checkpoint Flag just after the pipe ride. If you need a new Cat Power-Up, one of the nearby Cat Goombas can provide Super Bells.

Early in the second half of the climb, you see cracks on the walls lit up by spotlights. A Meowser clone will burst through these cracks to claw at you, so be careful around them. You also see a trapeze above this first crack, but don't be too hasty to jump to the next set of platforms, as another Meowser clone destroys them in short order. Let him pass first!

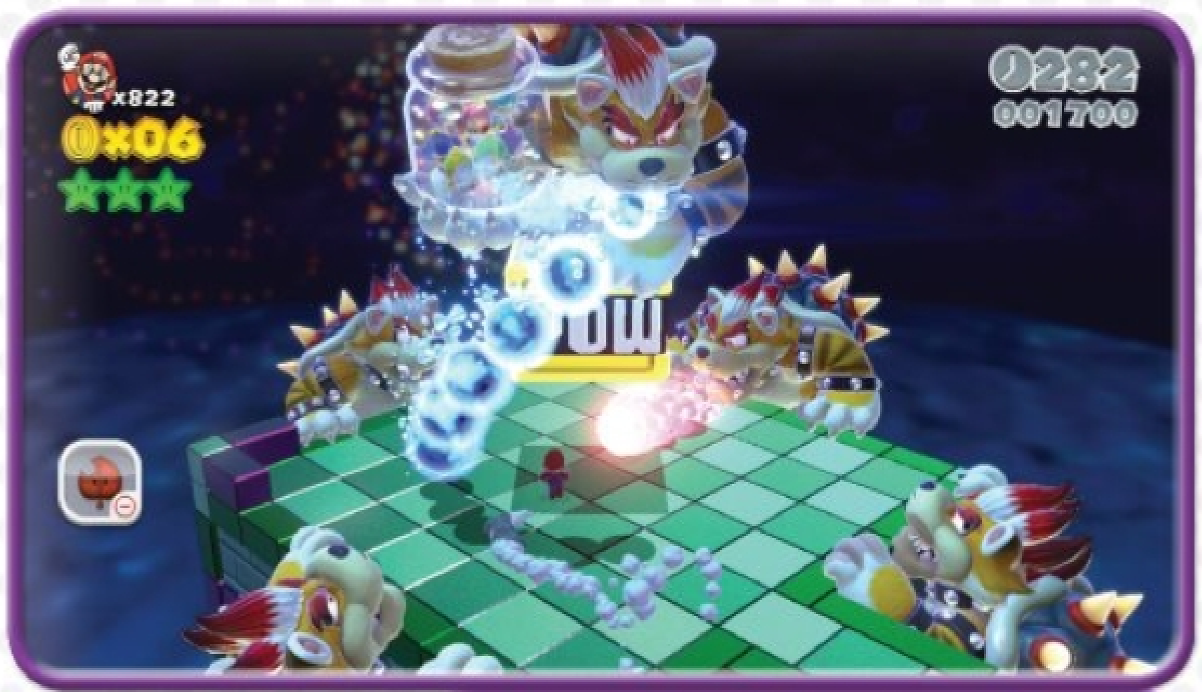


8



9

After a very brief respite, you are forced to run up a set of ramps while Meowsers destroy them from below. Move fast—a fall at this point is fatal!

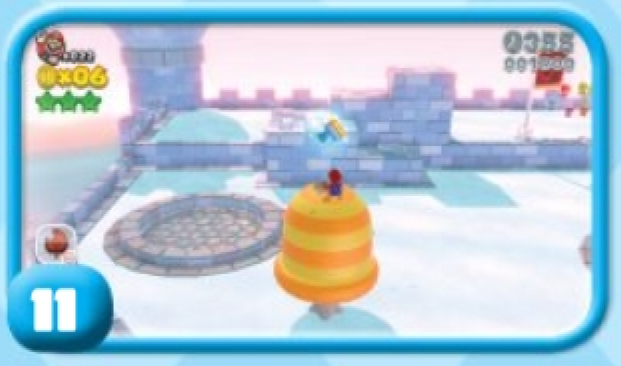


10

At the top of this tower, a Meowser stands atop a Super POW Block. You must bash it four times while evading the fireballs other Meowsers on the sides of the tower spit at you. After the Super POW Block is hit for the last time, Meowser is sent flying away in defeat, and more importantly the Sprixie Princesses are freed! Take the Clear Pipe that appears on the tower to reach the Goal Pole zone.

STAMP

The Goal Pole zone contains the Stamp. It's hidden in plain sight, atop one of the trees close to where the Clear Pipe sends you.



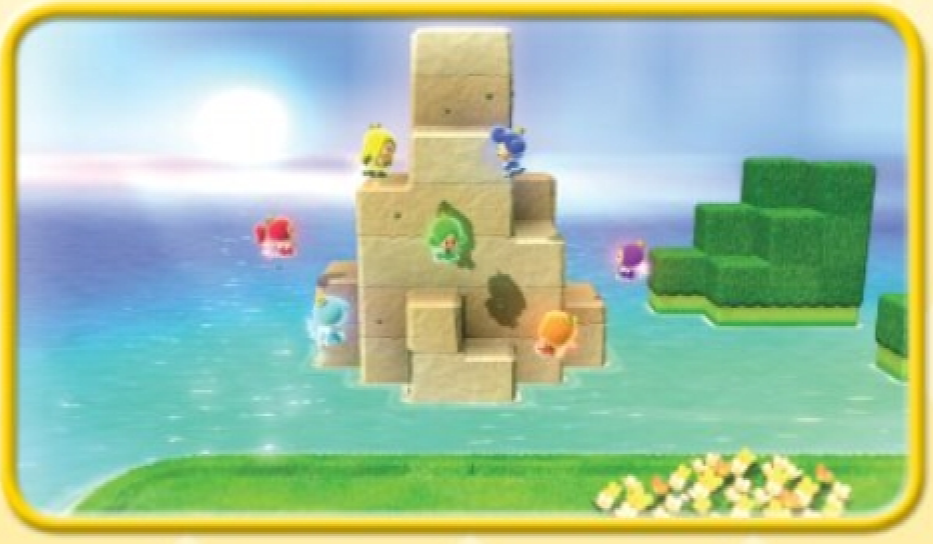
11

Congratulations on a job well done! The Sprixie Kingdom is saved! Enjoy the credits and pat yourself on the back, you've certainly earned it!

NOTE

You're Not Finished Yet!

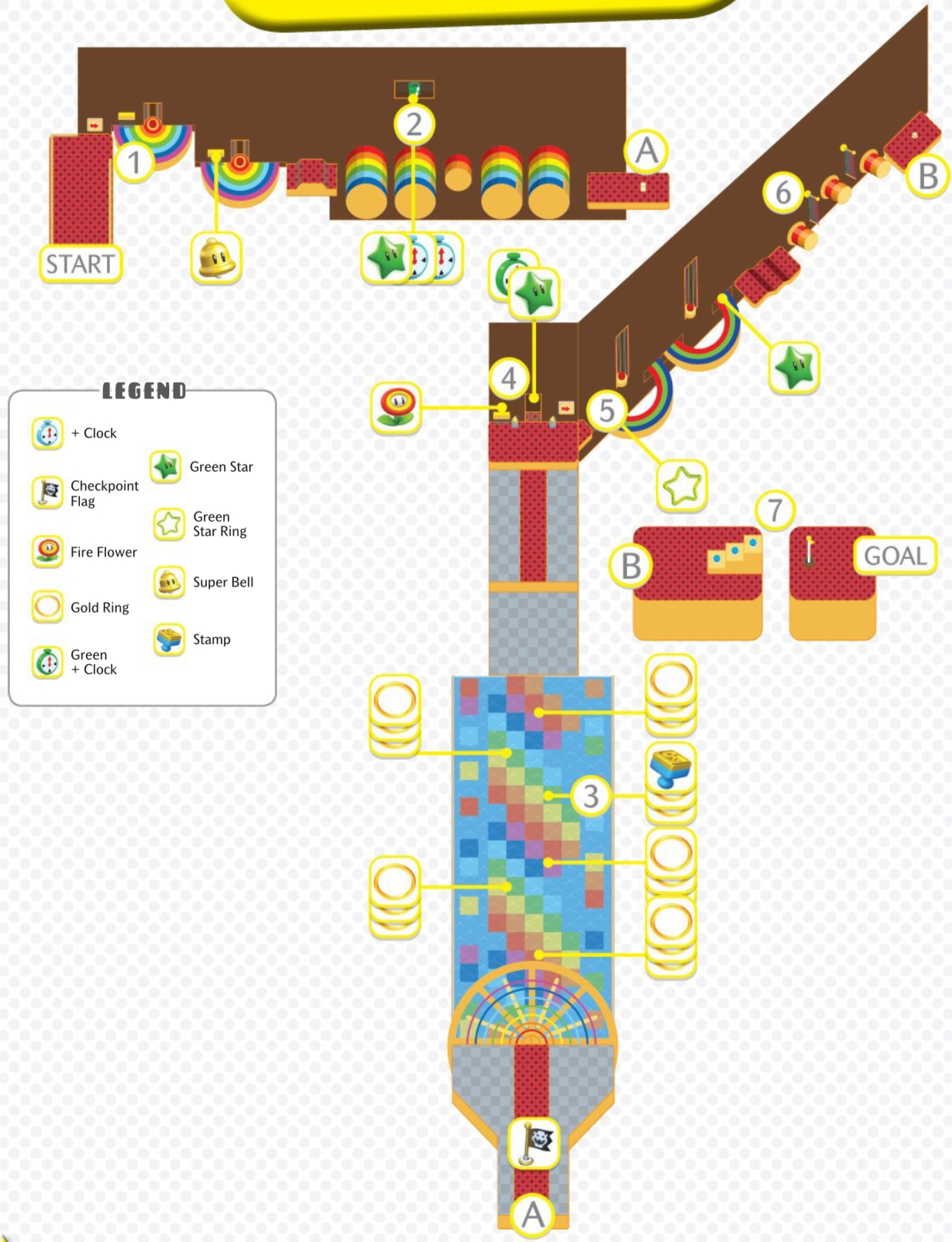
Beating Meowser allows you to see the best times for every course to compare against other gamers on Miiverse. Ghost Mii can appear in a level, showing you how fast others moved through it.



More importantly, the Sprixie Princesses have gathered at the start of the World 1 map, surrounding a small mountain. Investigating this reveals a rocket ship that takes you deep into space, and to the start of World Star. If you thought you'd seen the end of *Super Mario 3D World* challenges, prepare yourself: The real tests begin now.

WORLD STAR

WORLD STAR-1:
Rainbow Run


START
1
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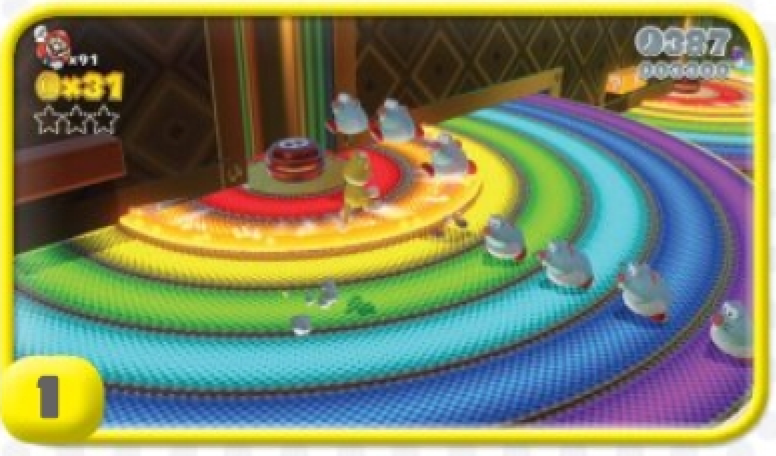
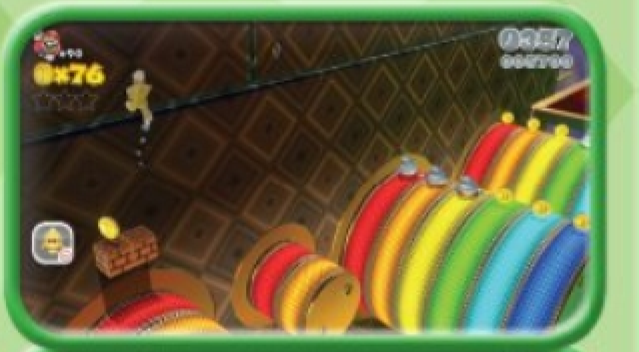
B
6
4
5
7
B
GOAL
3
A
LEGEND
+ Clock
Checkpoint Flag
Fire Flower
Gold Ring
Green + Clock
Green Star
Green Star Ring
Super Bell
Stamp

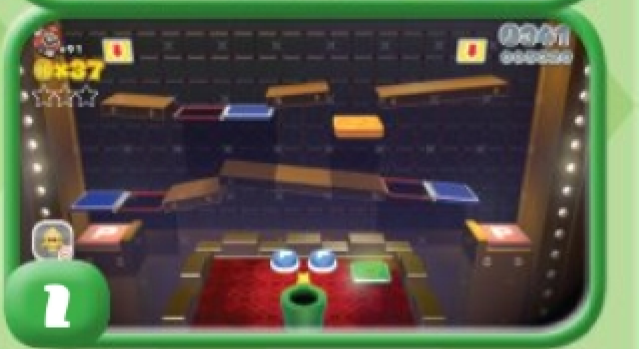


The rainbow platforms in the beginning are occupied by groups of Skipsqueaks and Spiny Skipsqueaks, while Ring Burners fire rings across the platforms.

GREEN STAR #1

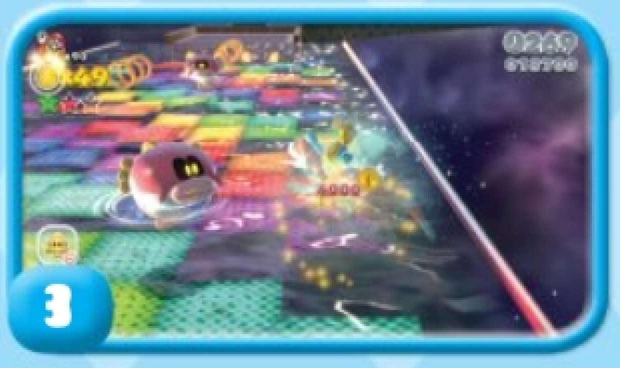
When you find a set of blocks hanging over rolling rainbow platforms, use the Cat Power-Up to climb up from those blocks to find a pipe leading to a bonus room. Here, you must guide two green balls to their respective goals by manipulating Red-Blue Panels with jumps. Do this one sphere at a time; it's a lot easier that way.





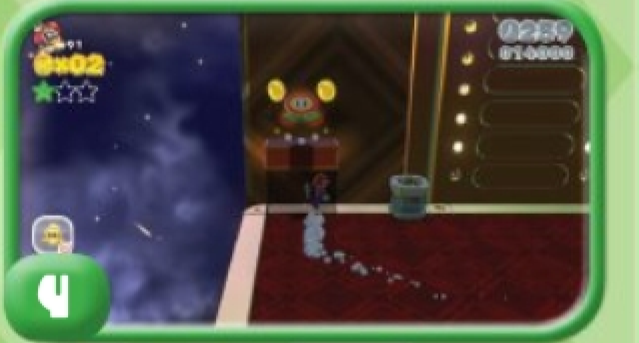
STAMP

Plessie meets you after the Checkpoint Flag for a short ride. Don't miss the Stamp hidden in between a set of Gold Rings on the right side of the water slide, next to a Splounder.

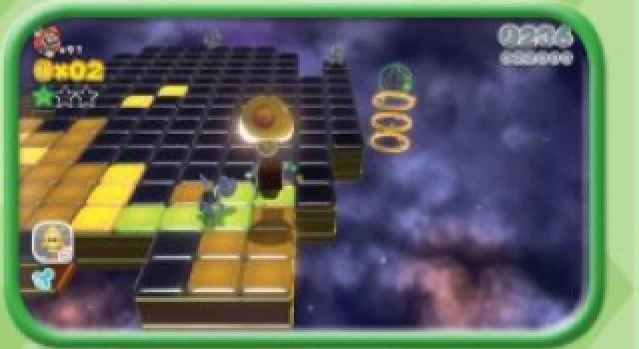


GREEN STAR #2

You can get the second Green Star after the short Plessie ride. Two unlit torches are next to a huge door, and lighting the torches opens it to reveal a Cloud Cannon. You can score a Fire Flower from a hidden ? Block next to the door.

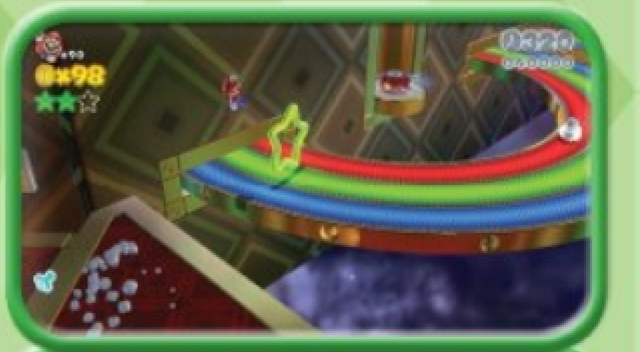


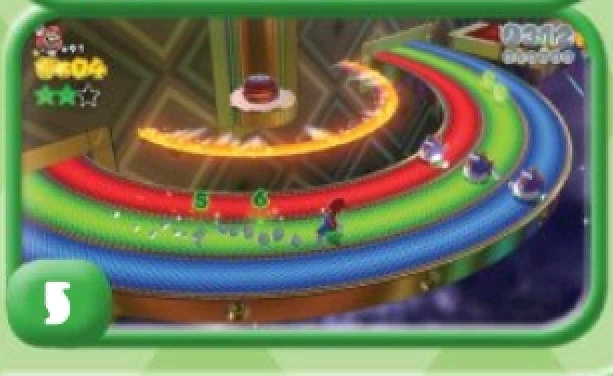
The Cloud Cannon sends you to a bonus area. You have to run across a set of Color Panels to recreate the old appearance of a certain green-clad hero while avoiding Parabones. This can be done faster through ground pounding and the help of a Mega Mushroom hidden in the area.

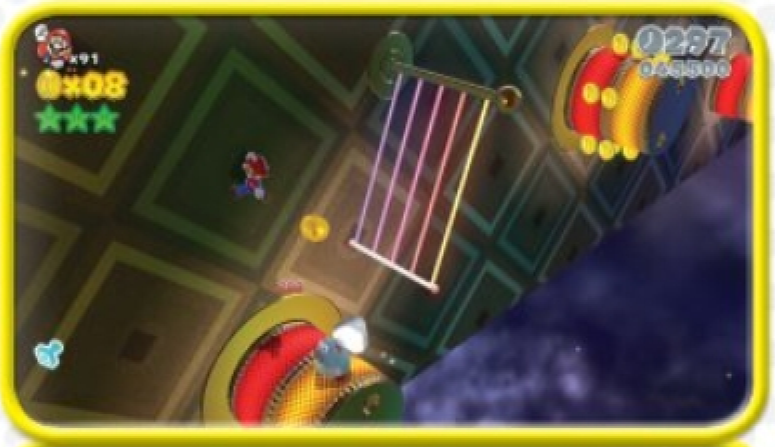


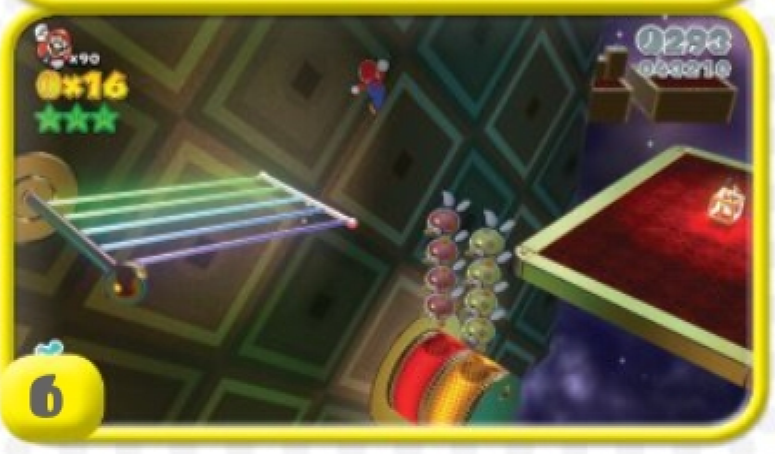
GREEN STAR #3

Next to the door that guarded the Cloud Cannon is a set of rainbow ring platforms. The first of these has a Green Star Ring on it. Collecting the Green Coins can be tough, as Spiny Skipsqueaks and Ring Burners work together to slow you down.



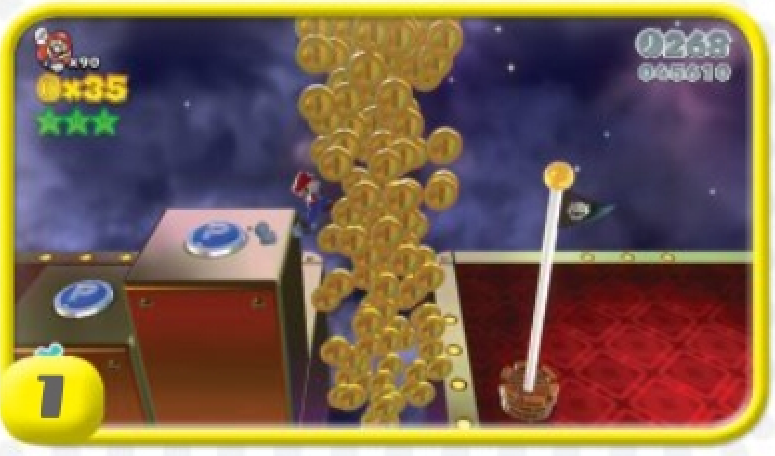




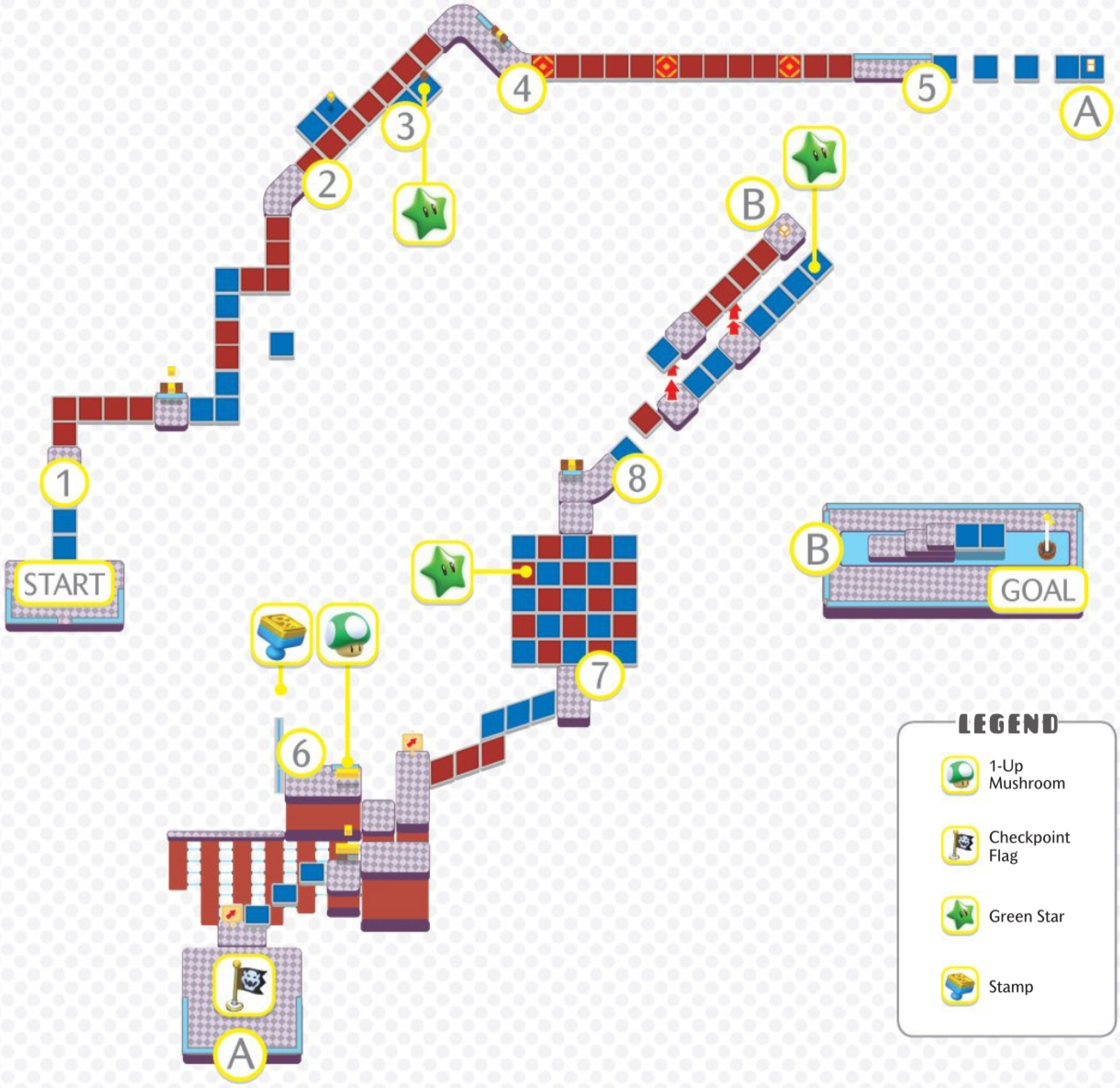


This can be a brutal section, but fortunately it's also the final stretch. The small rolling platforms are actually less safe than the trapezes in between them. Remember, you can make a trapeze swing farther to gain distance for longer jumps! Be careful with the Skipsqueaks and the Para Para-Biddybuds in this area. They can ruin otherwise perfect jumps.

The steps leading up the Goal Pole have P Switches that drop Coins into the area, with the last switch dropping hundreds into a bottomless pit. Don't get distracted by the wealth and fall to your doom while in sight of the finish!

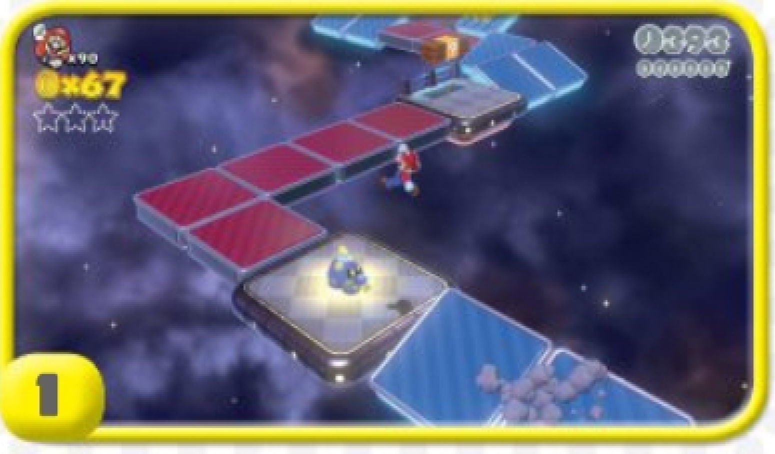


WORLD STAR-2:
Super Galaxy


START
1
2
3
4
5
A
6
7
8
B
GOAL
LEGEND
1-Up Mushroom
Checkpoint Flag
Green Star
Stamp

TIP
The Super Leaf is the Super Best

This level can be done without a Tanooki Power-Up, but it never hurts to even up the odds. There's a lot of precision jumping to be done throughout this level!


1

This level has sets of red and blue platforms that rotate, dumping any player standing on them into the abyss. First one set rotates, then the other, as soon as the first completes a rotation. On top of this, Octoombas are scattered throughout the level, shooting cannonballs at you.

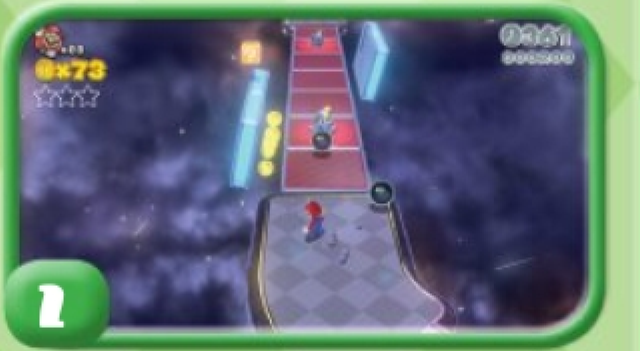
CAUTION

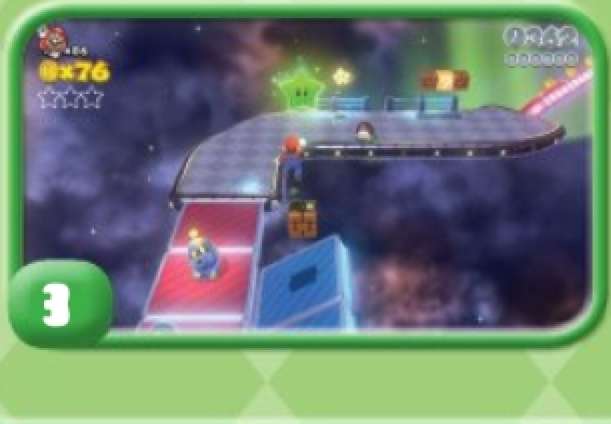
Octoomba Strong!

Octoombas can withstand regular stomp attacks from any height. You can bounce off them to reach higher platforms by holding down the jump button, which can help avoid hazards or even discover hidden items! To truly defeat them, you must use a ground pound attack.

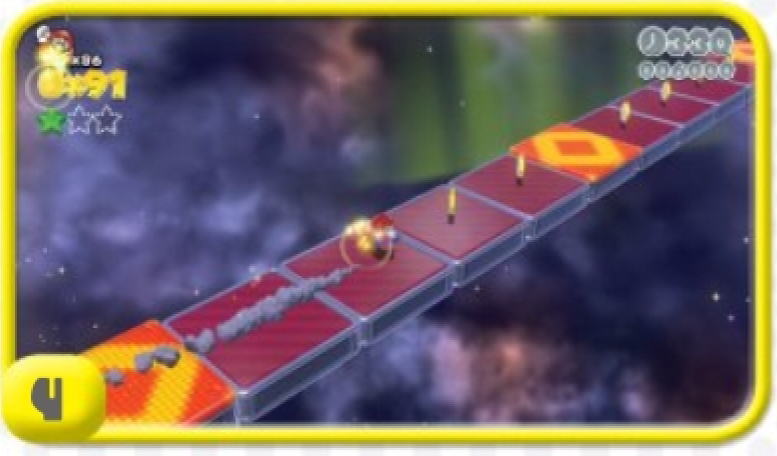
GREEN STAR #1

You reach a long stretch of rotating red platforms guarded by several Octoombas. To the left and the right of this bridge are blue platforms.


2

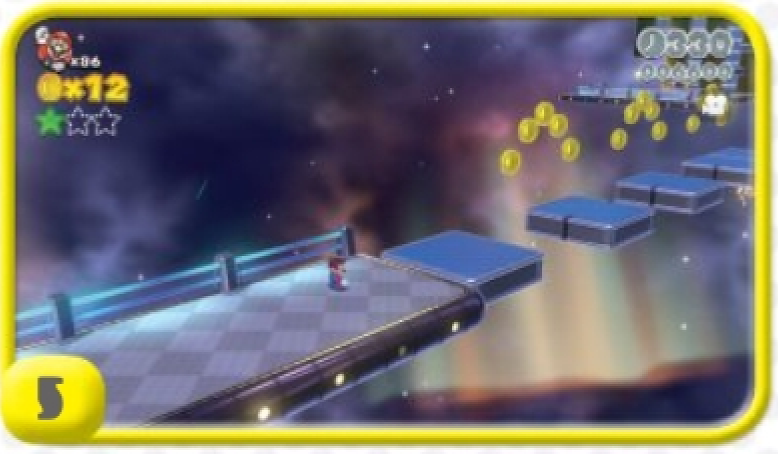

3

The platform on the right has a block you can stand on to reach the first Green Star. Octoombas can destroy this block and prevent you from getting the star, so watch out.

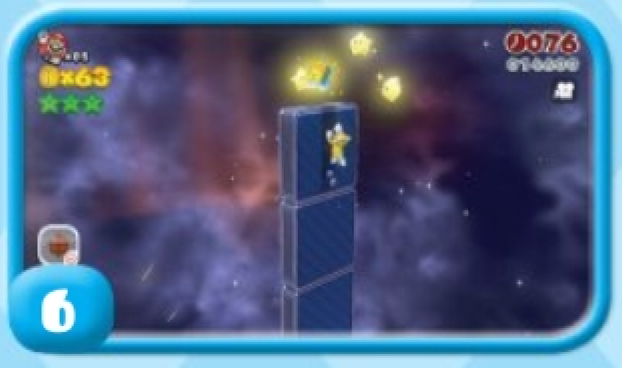

4

This long rotating red bridge has Dash Panels mounted to it. If you can't make clever jumps with the Tanooki Power-Up, the Dash Panels are the safest and fastest way across.

This next set of blue platforms provides a different problem. You have to cross the gaps between them while accounting for the fact that they will rotate. The last set of platforms contains a Warp Box that transports you to relative safety and the Checkpoint Flag.

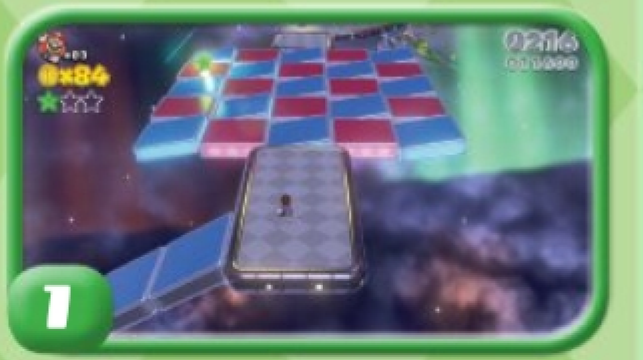

5

STAMP


6

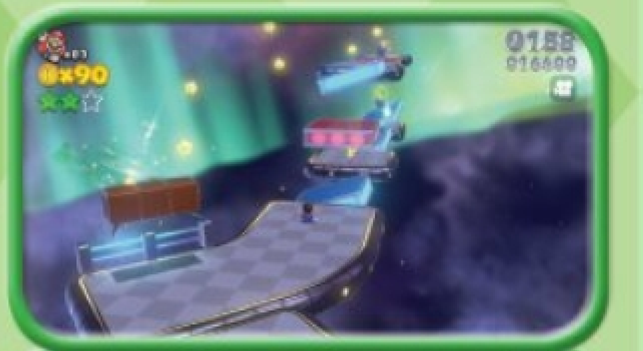
To the left of a trio of Octoombas is a ledge next to a vertical wall made entirely of blue rotating platforms. You must somehow scale that wall to reach the Stamp. Characters like Peach or Luigi have a distinct advantage with the Tanooki Power-Up, and can time their wall jumps to eventually reach the Stamp. It is easier to have a Super Bell ready just for this item.

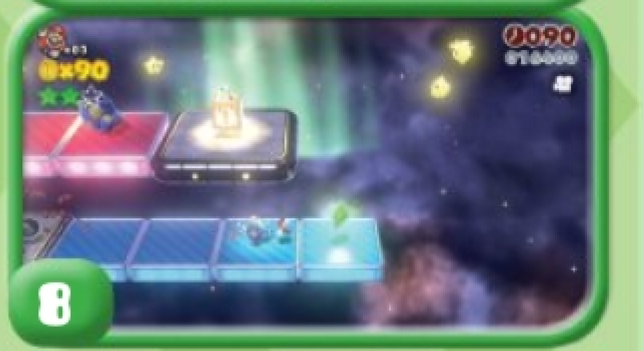
GREEN STAR #2


7

Beyond the bridges to the right of the Octoombas is a checkerboard made of red and blue platforms. You can easily see the second Green Star sitting atop a red platform on the left side of the board.

GREEN STAR #3




8

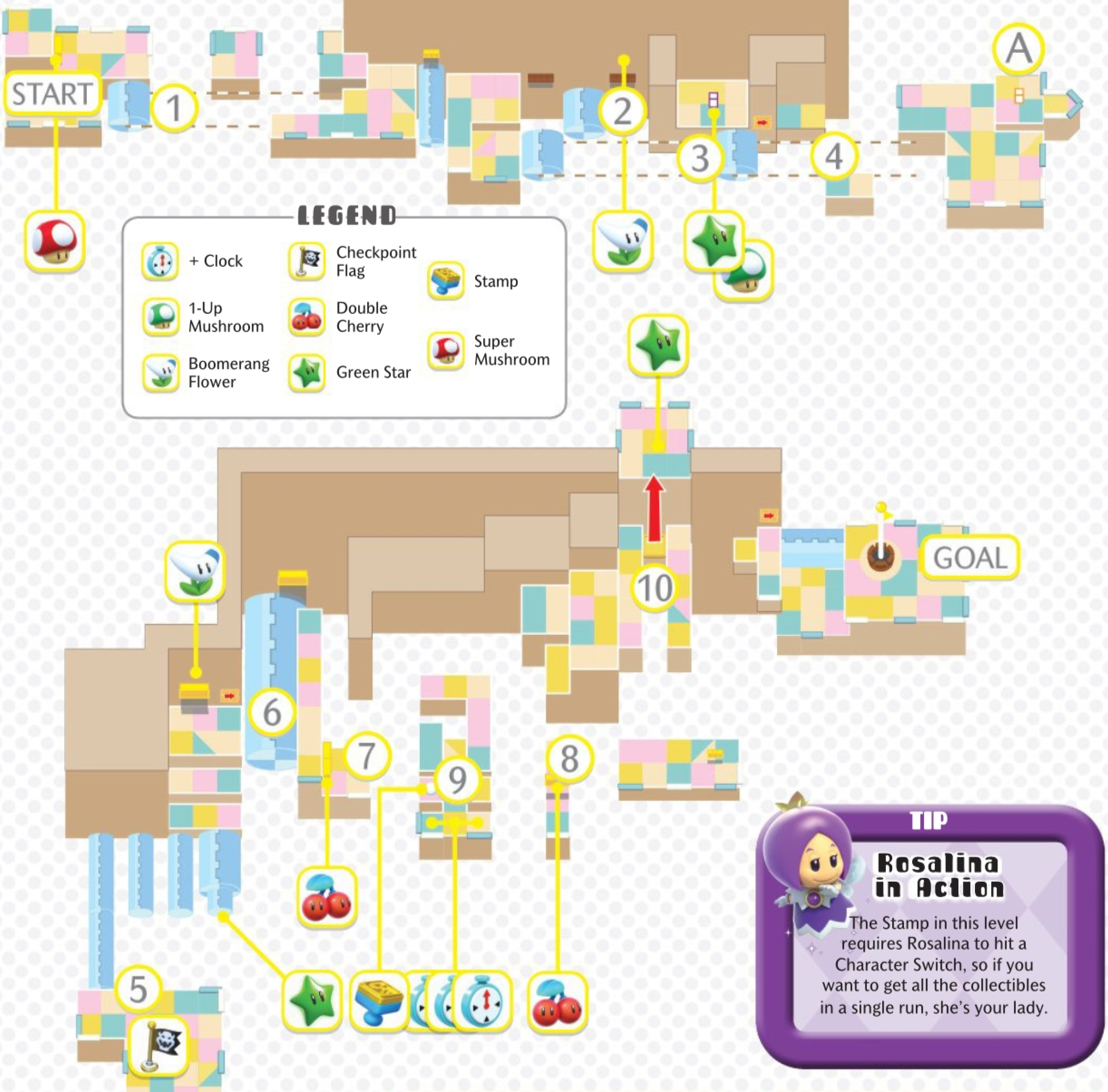
The approach to the final Green Star is across two levels of rotating platforms, both guarded by Octoombas. The upper route leads directly to the Warp Box straight to the Goal Pole, while the star is hanging at the end of the rotating blue bridge on the lower level. Get back to the Warp Box on the upper level, and complete the level.

NOTE

A Space Princess Appears!

Rosalina, of *Super Mario Galaxy* fame, appears at the end of this level, and once you hit the Goal Pole, she joins your team as the fifth playable character! Look on page 284 in the "Secrets" section to see the full extent of her capabilities.

WORLD STAR-3:
Rolling Ride Run



LEGEND

- + Clock
- 1-Up Mushroom
- Boomerang Flower
- Checkpoint Flag
- Double Cherry
- Green Star
- Stamp
- Super Mushroom

TIP

Rosalina in Action

The Stamp in this level requires Rosalina to hit a Character Switch, so if you want to get all the collectibles in a single run, she's your lady.

1

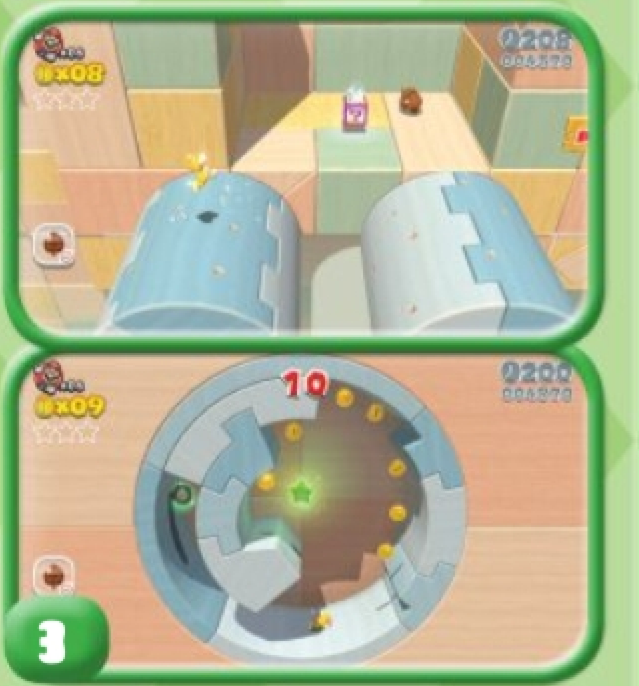
Getting through this level requires you to make use of rolling platforms, placing yourself on the edge of falling to your doom. Always be ready to react to enemies that attack while you roll the platform forward.

2

Getting the Boomerang Flower here can be extremely useful for this level; it helps you deal with enemies while you're on the rollers.

GREEN STAR #1

A Mystery Box close to the Boomerang Flower takes you to the first Green Star's bonus room. Inside the bonus room, you have to rotate the room by running to the right until you're able to reach the star.



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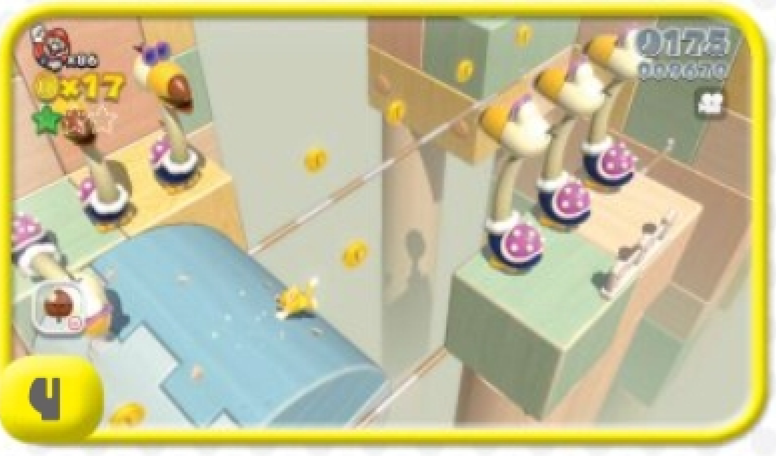
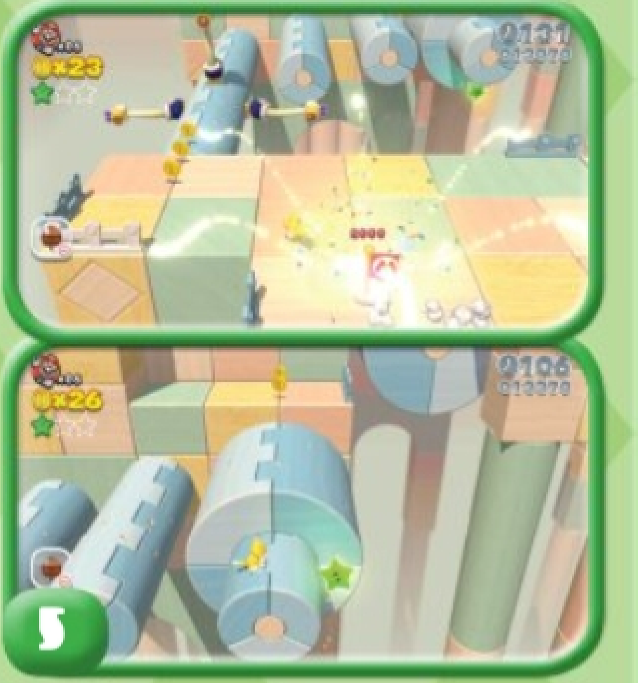


4

The Conkdors can be a problem, striking the roller as you pass them. This is where the Boomerang Power-Up can really shine.

GREEN STAR #2

The second Green Star is visible from the Checkpoint Flag. You must rotate the small roller it's underneath to bring the star up to you for safe collection.



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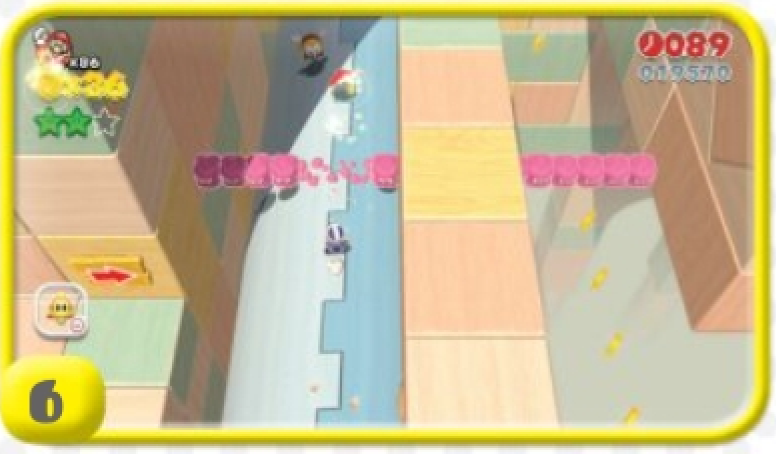
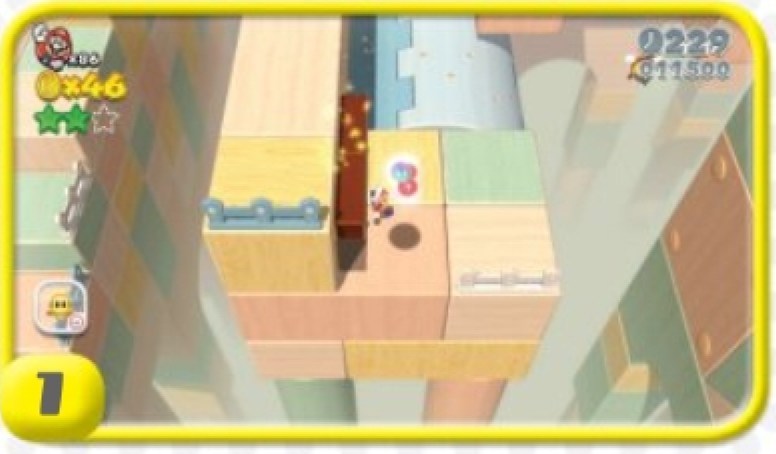


6

The nearby Boomerang Flower can make navigating this U-shaped corridor on the roller much easier, letting you clear a route through the enemies without having to do too much fancy jumping.

An invisible ? Block contains a Double Cherry on this small side platform, for reasons not immediately apparent. However, if you want the third Green Star, you need to preserve your Double Cherry clone throughout this section.



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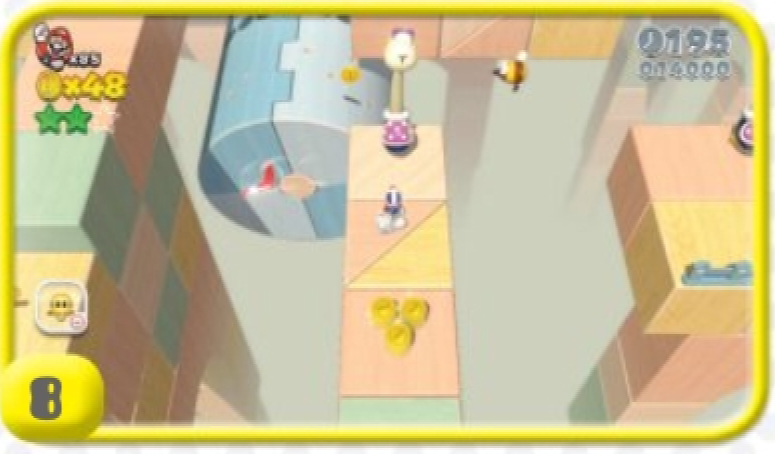
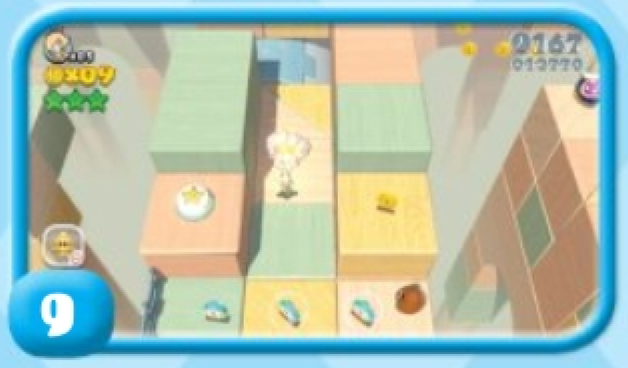


8

Another invisible ? Block with a Double Cherry can be found on a small island behind a Conkdor farther into this area, near stacks of Coins. It doesn't hurt to have the extra body if you're playing alone.

STAMP

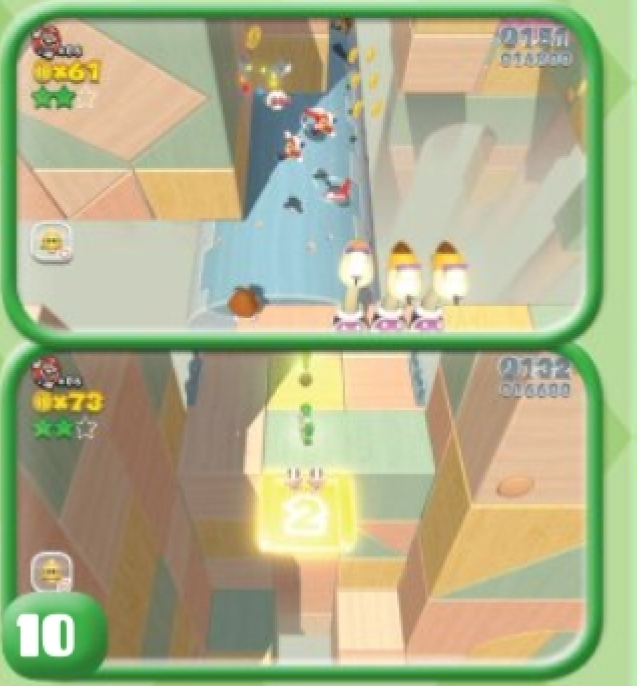
A small side path during this section leads to tthe Character Switch that requires Rosalina. This is where the Stamp can be found, along with some + Clocks, if you're running short on time.



9

GREEN STAR #3

When you see the three Conkdors facing rows of Coins to the north, move the roller to those Coins and work through the corridor there, defeating Stingbies carefully as you go. You encounter a Multi-Vator that requires you to use a Double Cherry clone or have a second player present. This takes you up to the Green Star and a green + Clock.

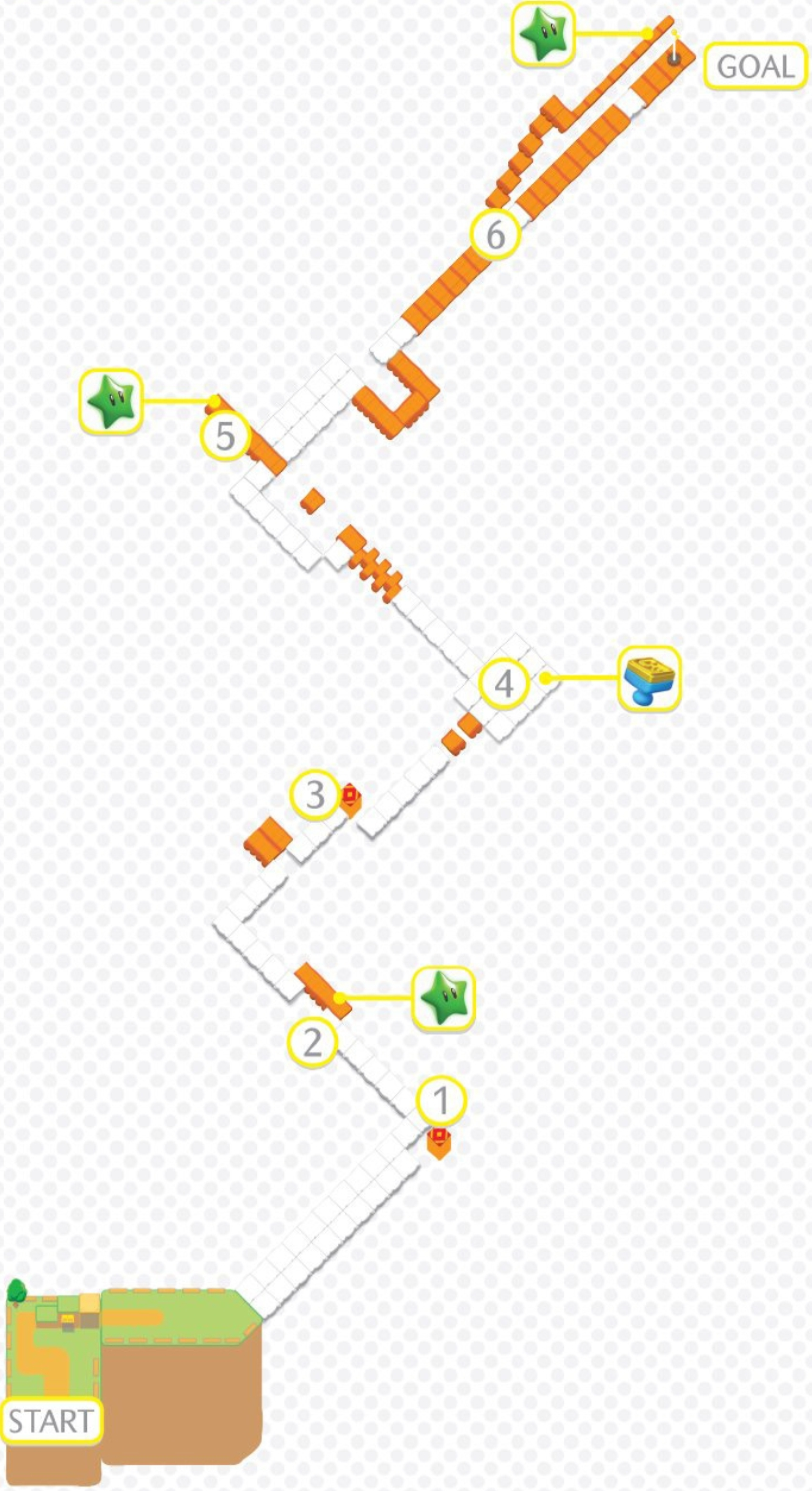


10

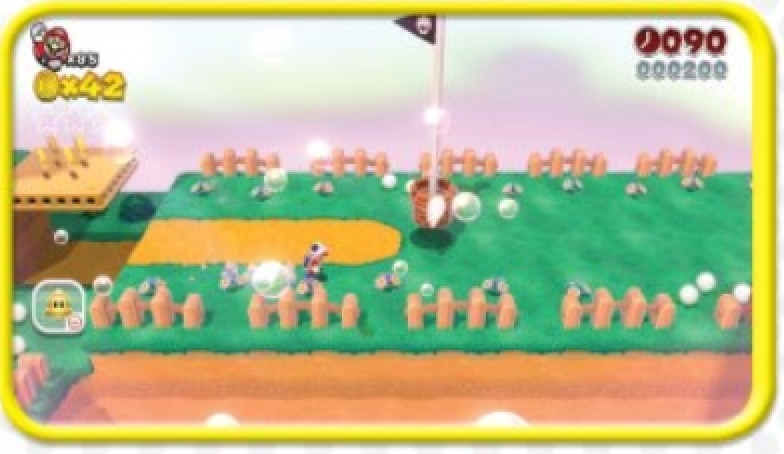
WORLD STAR-4:
The Great Goal Pole

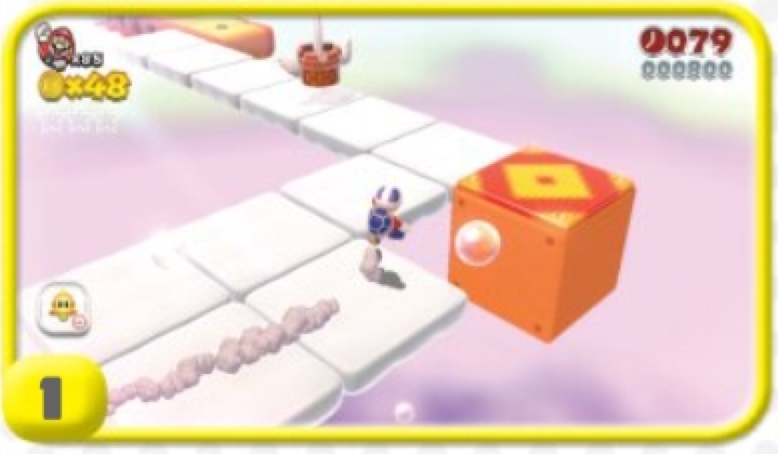
LEGEND

- Green Star
- Stamp


GOAL
6
5
4
3
2
1
START

The Goal Pole stands near the start of the level, almost mocking you. You might even wonder why you were given 100 ticks on the clock for this level. All that all changes when the Goal Pole starts running away from you. So it's gonna be like *that.*

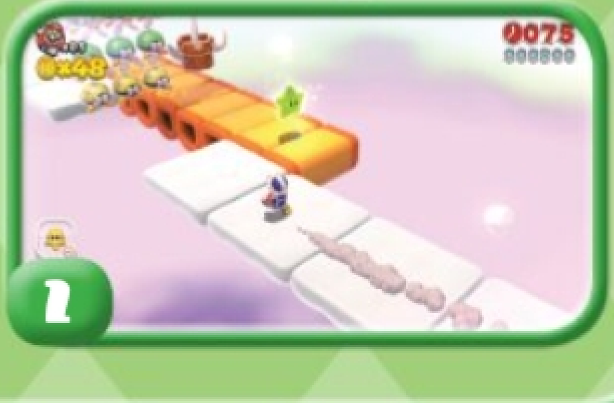




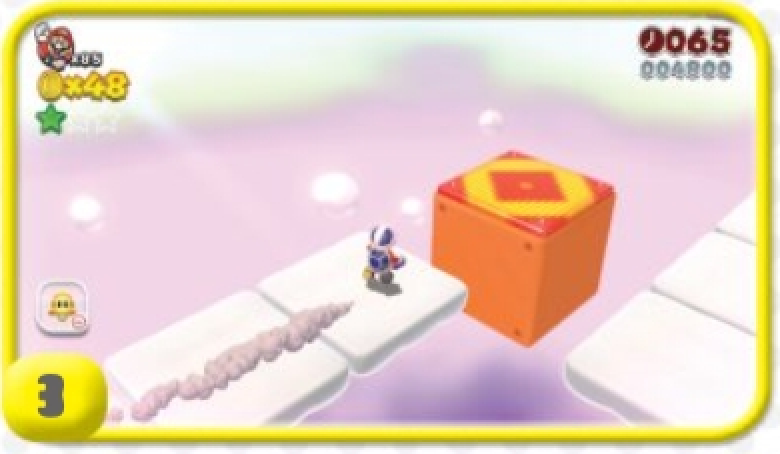
The Goal Pole passes over some cloud platforms and a Dash Panel. You don't *need* to use the Dash Panel to keep up, but the extra speed comes in handy, especially if you're trying to safely collect the first Green Star coming up.

GREEN STAR #1

The first Green Star hovers over a Donut Block near a swarm of Para-Biddybuds. If you used the Dash Panel, you won't have as much time to make the turn and grab it, but you are moving fast enough to safely get around the Para-Biddybuds.

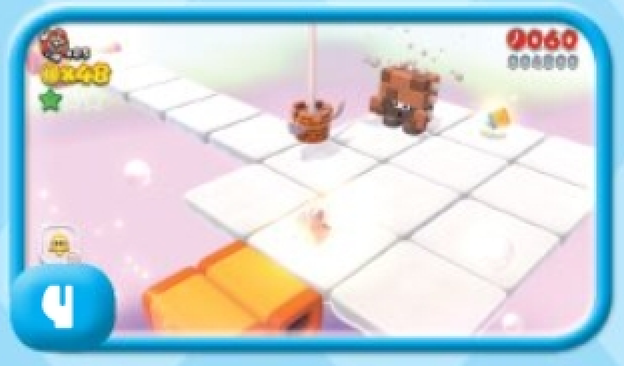


This Dash Panel is a bit of a trap. Trying to reach it requires an unsafe jump, and trying to get back on the main course while avoiding other pitfalls is made more dangerous by its speed boost.



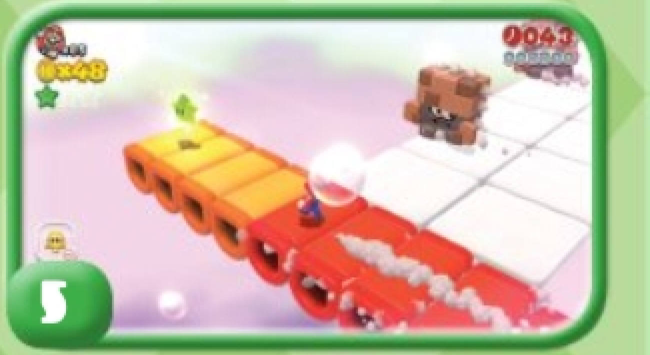
STAMP

The Stamp is guarded by a Walleye. You don't have much time to fool it, grab the Stamp, and continue the chase for the Goal Pole.



GREEN STAR #2

The second Green Star is at the end of a Donut Block bridge. To grab it while also getting back on the main path, which is guarded by more Walleyes, can be tricky. It's made a lot simpler if you've used Dash Panels and a nearby shortcut.



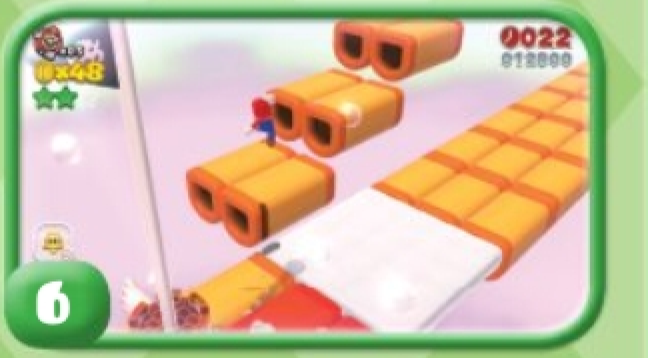
TIP

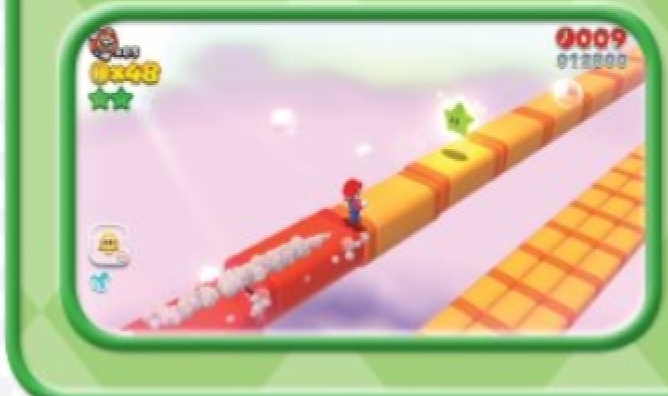
An Early Finish!

It is possible to catch the Goal Pole early at other points in the level, but this is one of the more common places to do it. Taking the shortcut for a more direct run at the second star, if you've been keeping close to the Goal Pole, can actually put you in front of it!

GREEN STAR #3

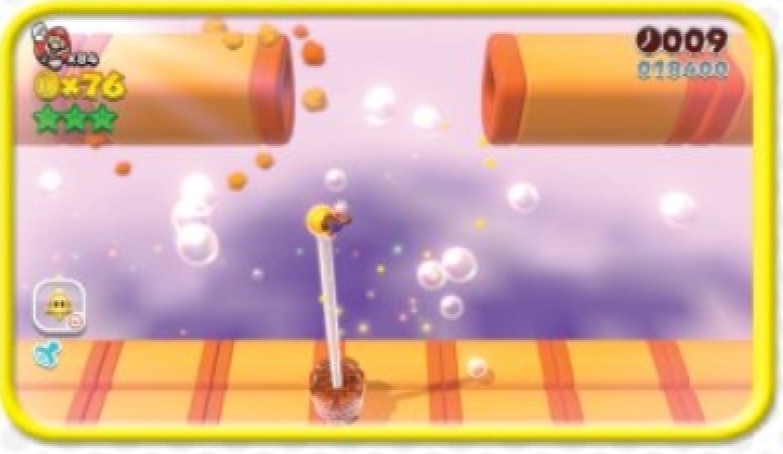
The final stretch is a long bridge consisting of nothing but Donut Blocks. Notice that on the left you can find more Donut Blocks leading to a higher bridge.





The star can be found along the Donut Blocks. Just keep dashing forward and you'll see it.

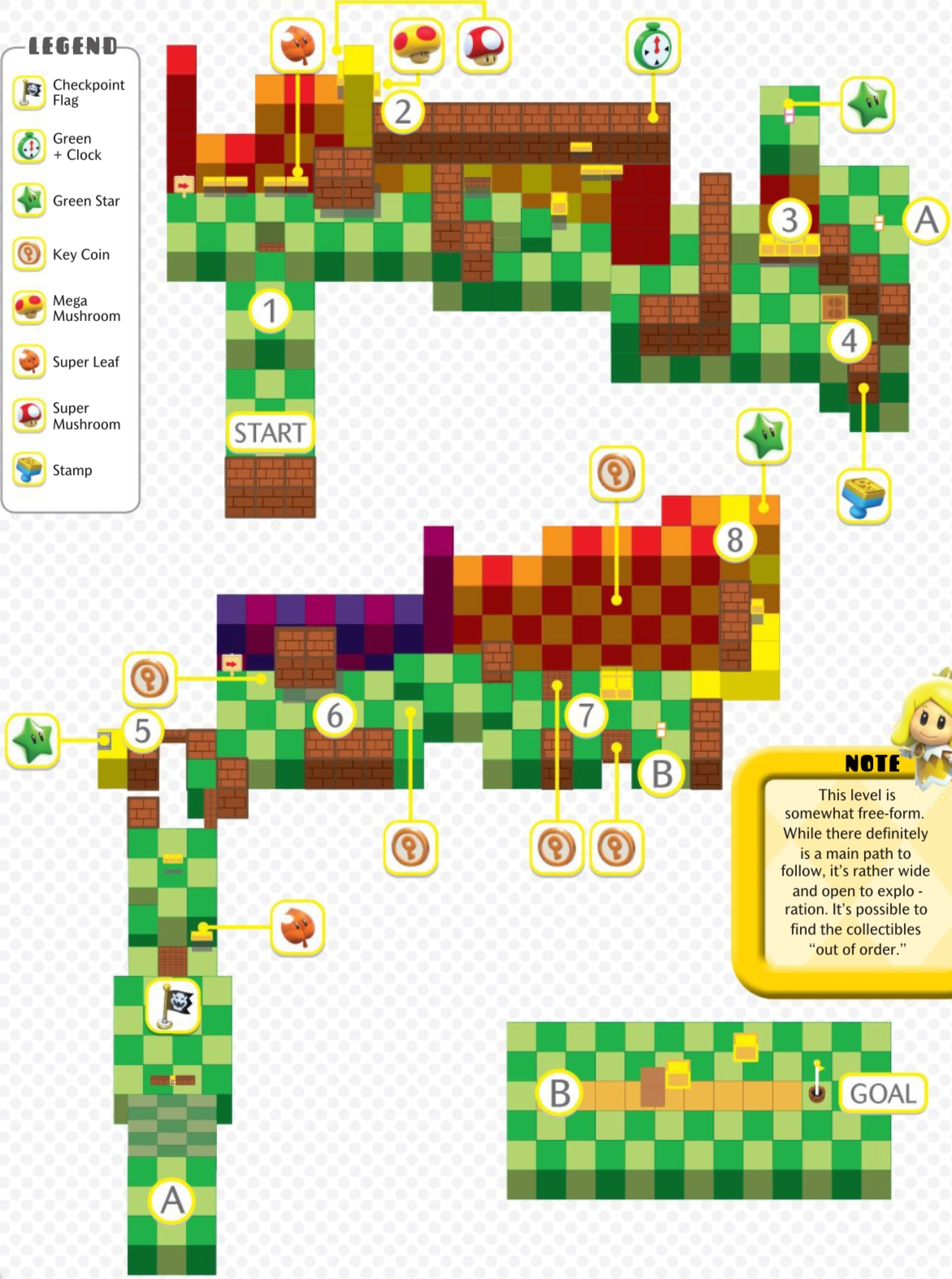
Getting on top of the Goal Pole can be tricky, since it doesn't stop moving. The best thing you can do is to stop dashing and run along the tops of the Donut Blocks until you can see the Goal Pole getting close, then drop down onto it. You can save yourself a lot of trouble trying to catch the Goal Pole in the end by bringing a Cat Power-Up.



WORLD STAR-5: Super Block Land

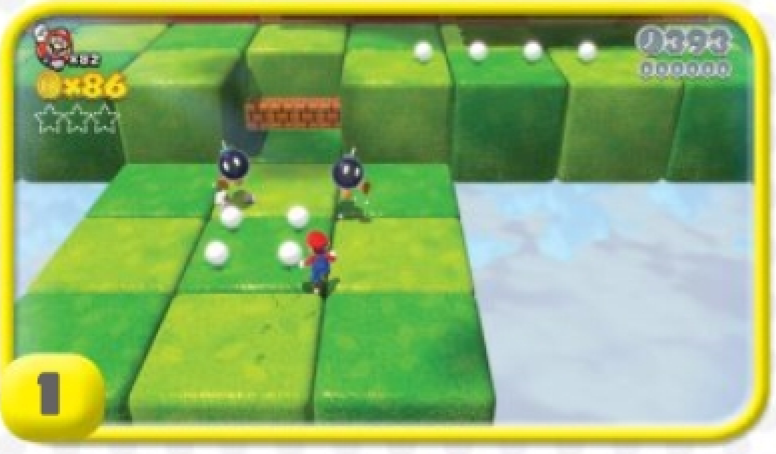
LEGEND

- Checkpoint Flag
- Green + Clock
- Green Star
- Key Coin
- Mega Mushroom
- Super Leaf
- Super Mushroom
- Stamp



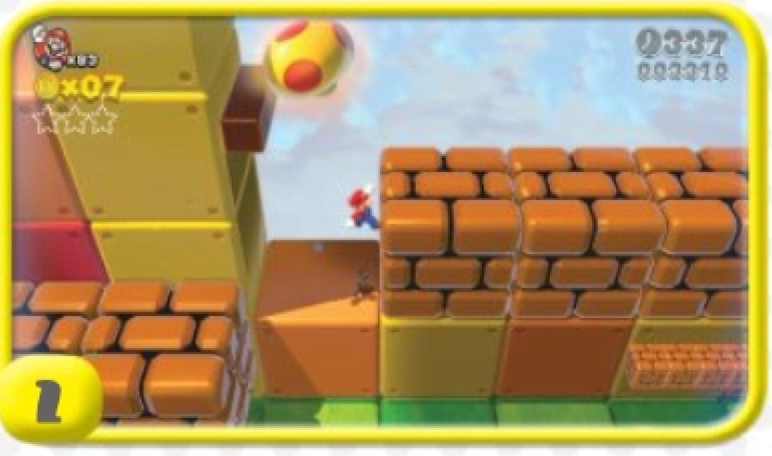
NOTE

This level is somewhat free-form. While there definitely is a main path to follow, it's rather wide and open to exploration. It's possible to find the collectibles "out of order."


1

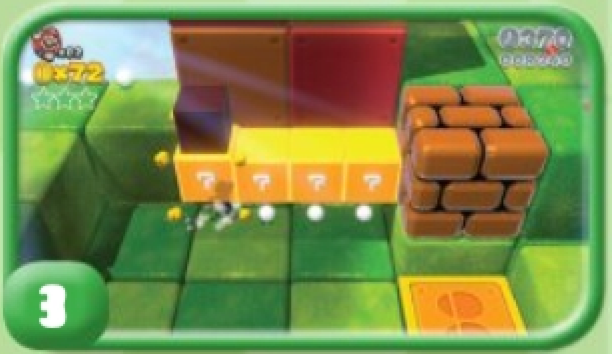
The Bob-ombs you encounter in this level can be used to help recover items, or break open blocks you otherwise couldn't open safely.

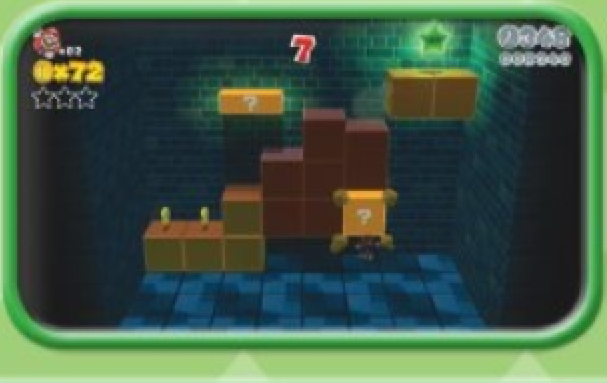
The Mega Mushroom in this invisible ? Block can help you quickly clear away many obstacles in this area. It's definitely worth using.


2

GREEN STAR #1

Near the Warp Box leading away from the starting section is a set of large ? Blocks that, when hit, extend skyward. You can use these extensions as steps to reach another Mystery Box that takes you to a bonus room.

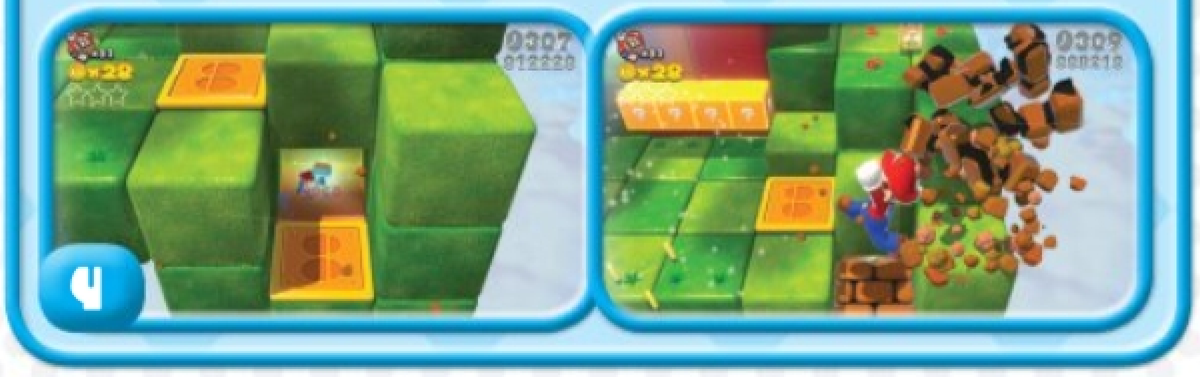

3



In the bonus room, you have 10 game seconds to reach the Green Star. Use the ? Blocks there to create a stairway leading up to it.

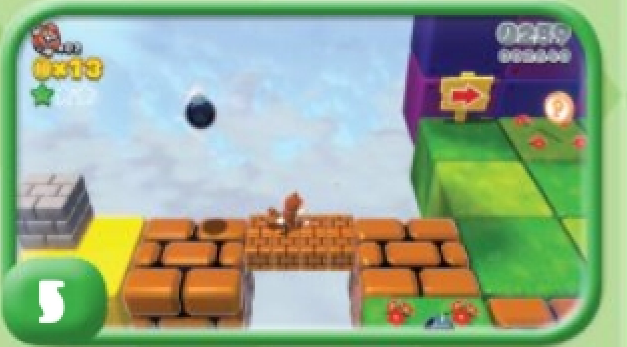
STAMP

The Stamp is in a small hidden alcove behind a Big Block, near the location of Green Star #1. You can access it without the Mega Mushroom so long as you're big, then you can use a ground pound on the blocks. You can also break Big Blocks by using the GamePad touch screen.


4

GREEN STAR #2

The second Green Star is inside a Rock Block not far from the Checkpoint Flag. You have to use a Bomb to blast it open. Be careful about how close you stand to the blast; it can take out the blocks surrounding your target and drop you into the abyss, if you're not careful.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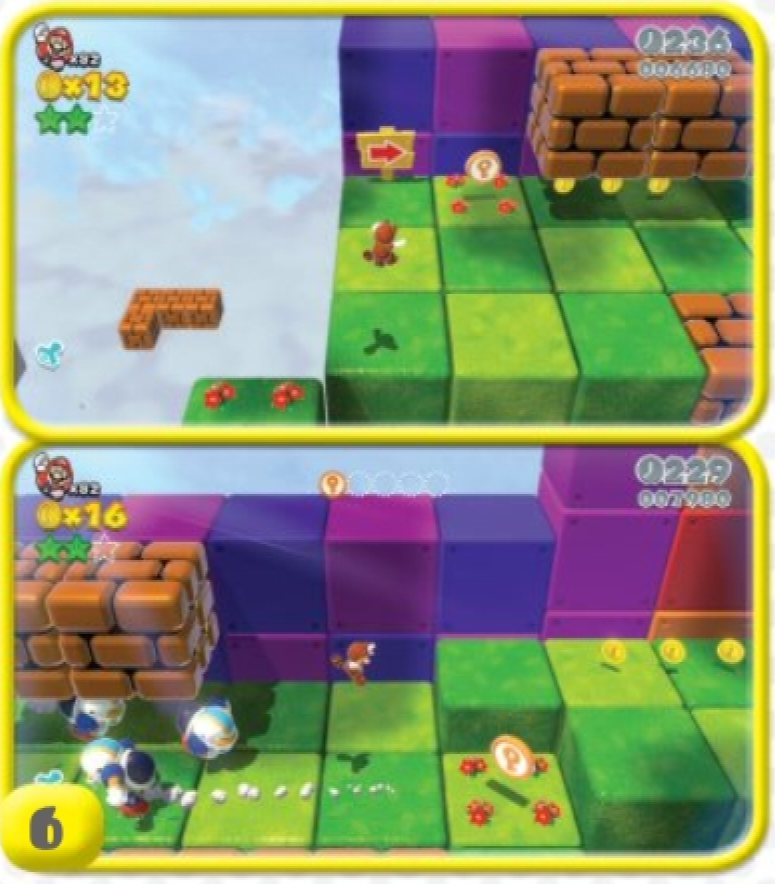
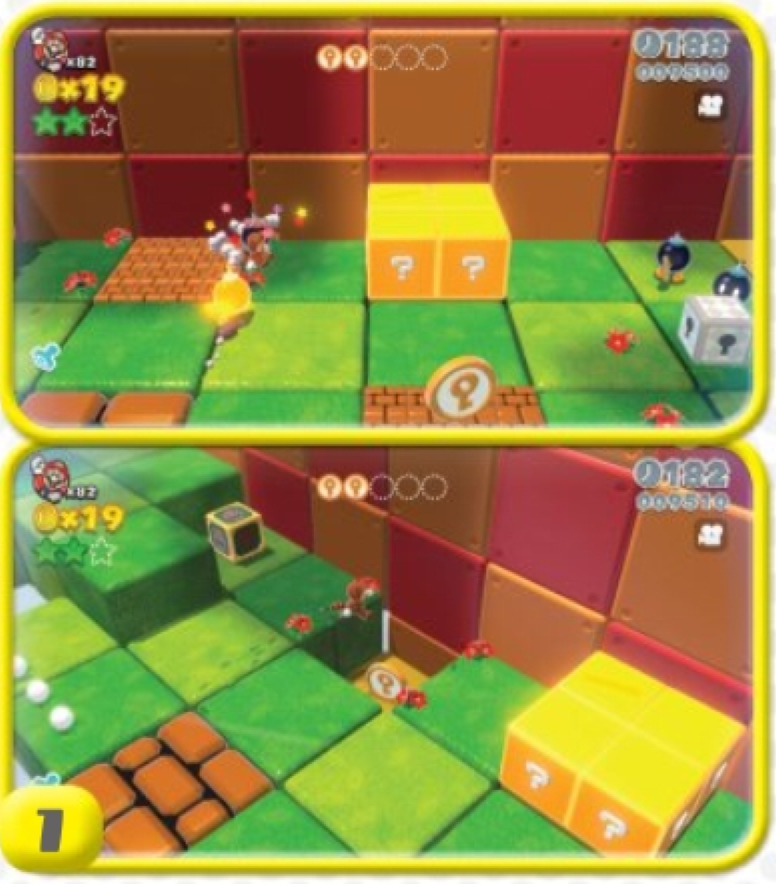

6

To eventually leave this place, you need to find five Key Coins. The first two are not far from the second Green Star's location, near a pack of Chargin' Chucks. Don't ground pound the Big Blocks in the ground next to them. There's nothing under them to break your fall!

Two more Key Coins can be found a little farther along from the first pair: One is in plain sight on the ground level, and the other is buried underneath small blocks to the left of a set of large ? Blocks.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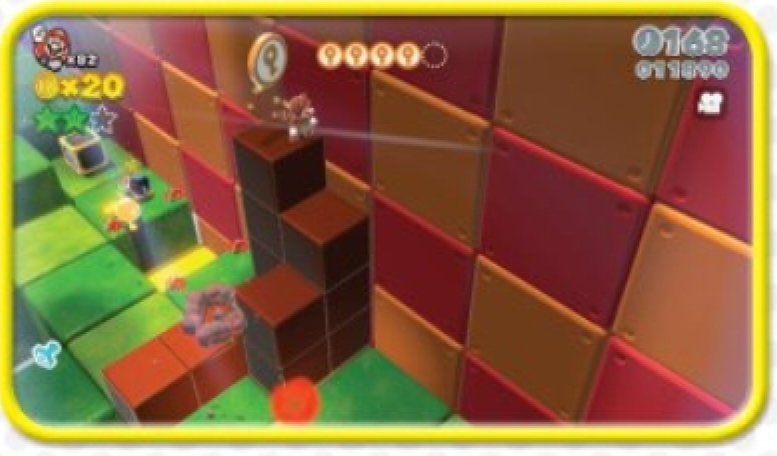
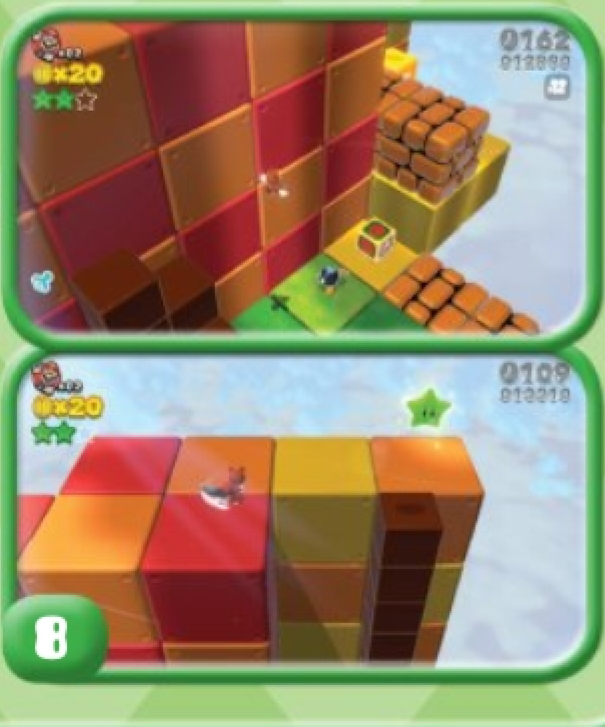


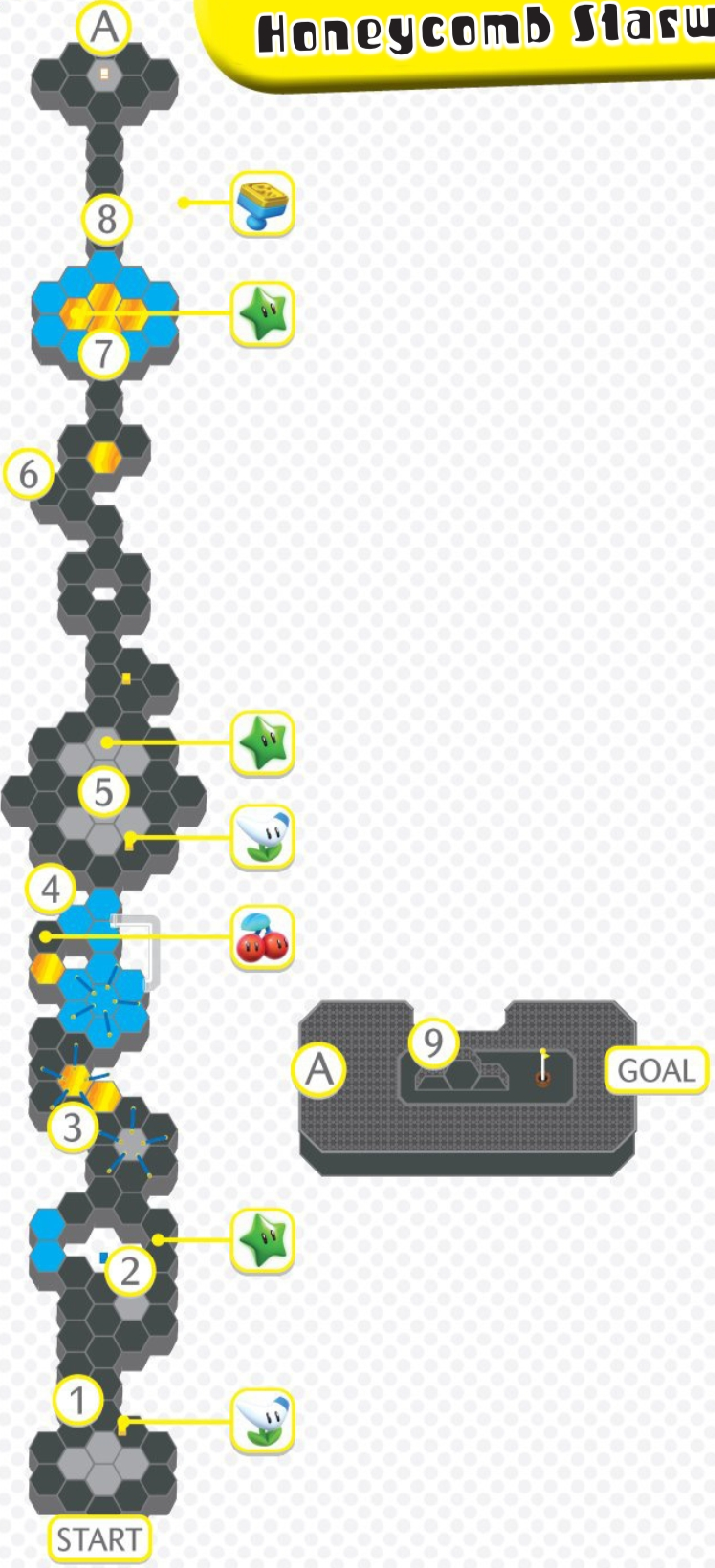
The fifth Key Coin can be reached by using those ? Blocks to create a tower underneath it the Key Coin. You can do this easily by letting a Bob-omb walk into the blocks and explode.

GREEN STAR #3

The last Green Star is behind a Baddie Box. Use Bob-ombs to blast the Big Blocks behind it, then explore the newly open ledge to find a ? Block that you can use to create a tower that leads up to the star.


8

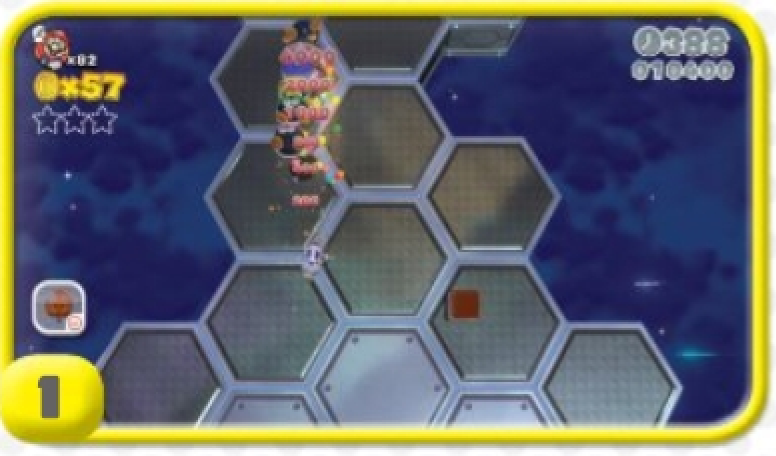
WORLD STAR-6:
Honeycomb Starway


A
8
7
6
5
4
3
2
1
START
A
9
GOAL

LEGEND

- Boomerang Flower
- Double Cherry
- Green Star
- Stamp

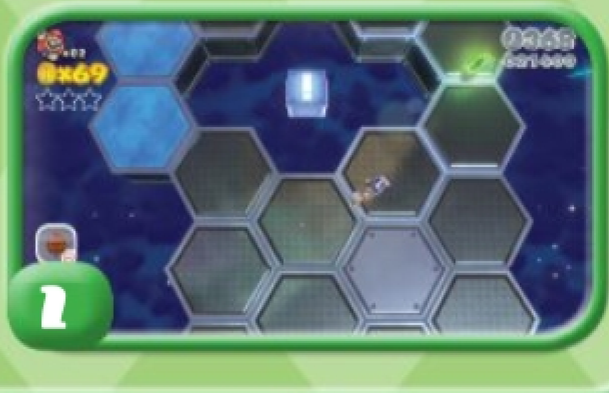
Honeycomb Starway takes a top-down perspective, with the camera constantly scrolling upwards. You must guide your character around enemies and obstacles, sometimes while waiting for the level to create terrain that you can walk on.


1

Get the Boomerang Power-Up at the very beginning of this level (and try to keep it). Swarms of Para-Biddybuds are the most common enemies here, and a single boomerang toss can wipe out a whole line of them.

GREEN STAR #1

A red ! Block must be hit with a boomerang to create a bridge to the first Green Star.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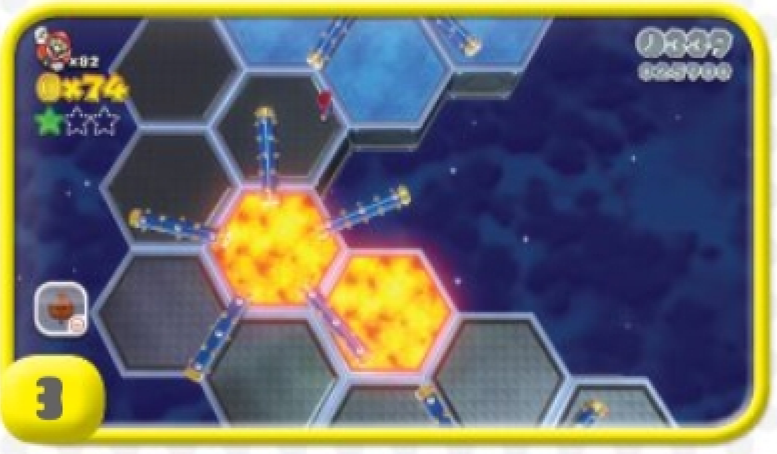
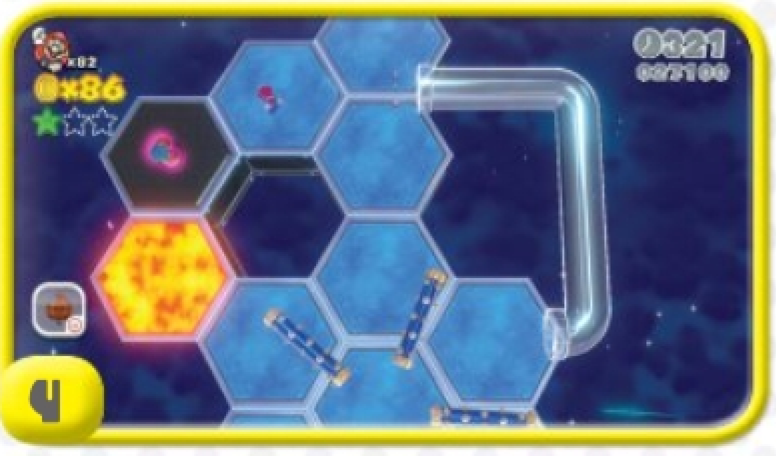

3

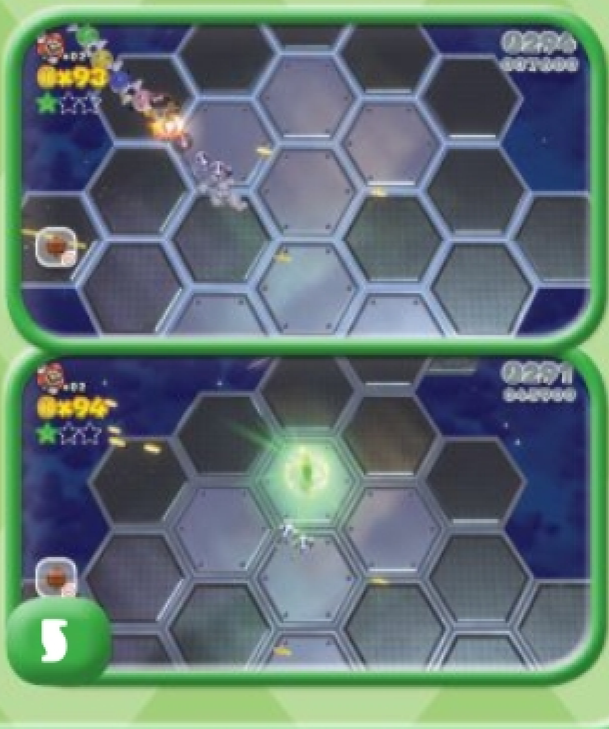
Rotating spiked rollers can make moving through this area difficult. Do your best to avoid them and the lava platforms. Ice platforms are more problematic, as they can cause you to slip into other hazards.


4

Get this Double Cherry. It, combined with a Boomerang Power-Up, can make fighting off enemies much easier.

GREEN STAR #2

The second Green Star can be found after you wiping out all the Para-Biddybuds on this section of the map. You can't afford to miss a single group. A Boomerang Flower can make accomplishing this much easier.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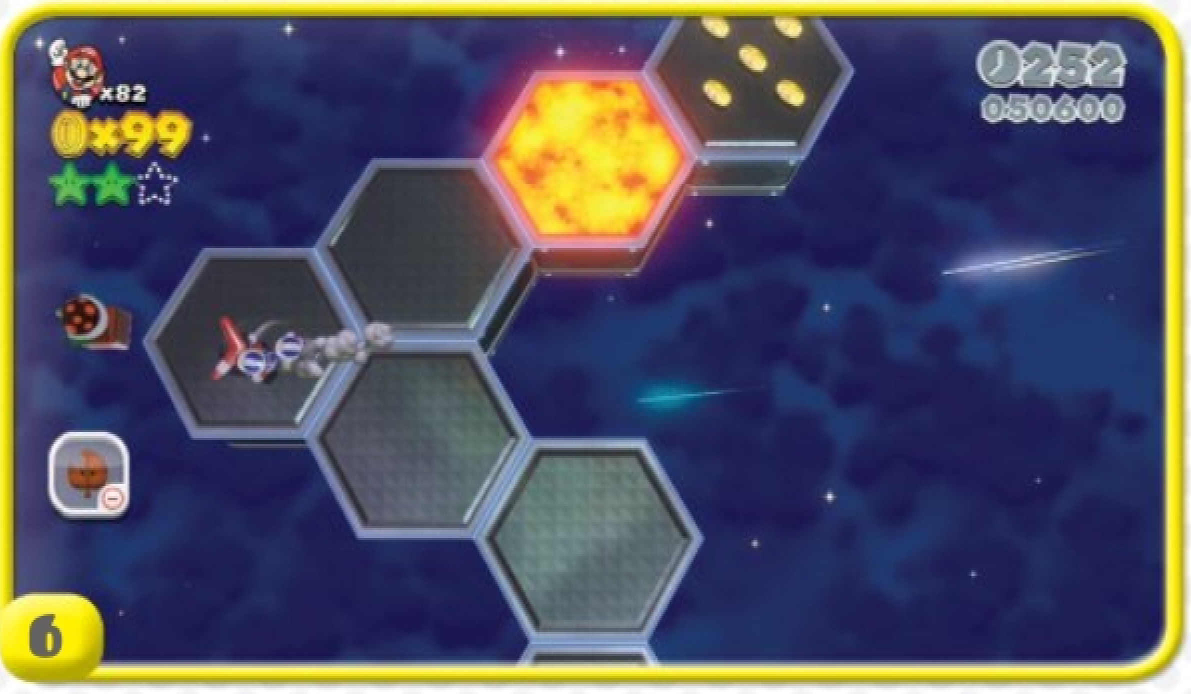
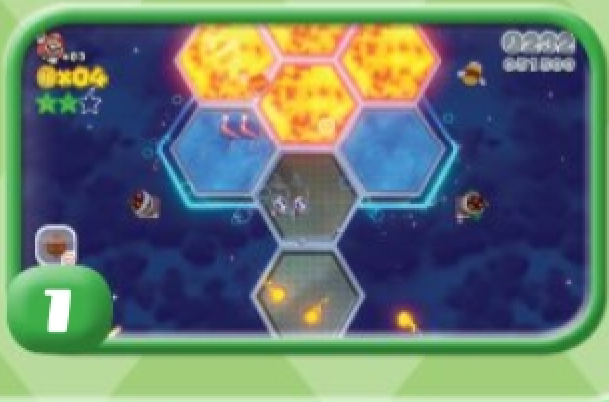

6

Watch out for Fire Piranha Plants on the sides of this section. While you're waiting for terrain to create itself, you don't have a lot of maneuvering room to avoid the incoming fireballs.

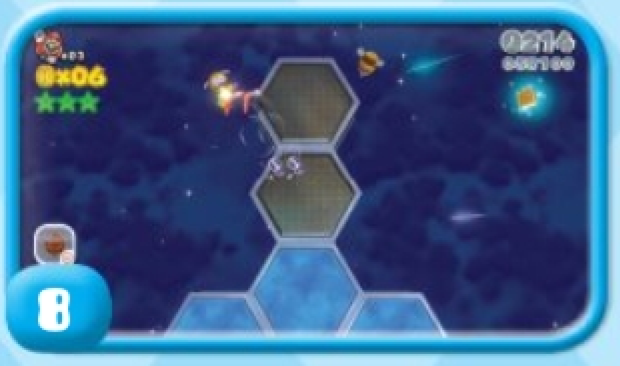
GREEN STAR #3

The final Green Star hovers over a lava panel, almost hidden by the bright orange glow.


7

STAMP

The Stamp is on the right side of the level, not far from the third Green Star. Watch out for the local Stingby population! The Boomerang Power-Up is needed to grab the Stamp. We hope you've kept it up to this point.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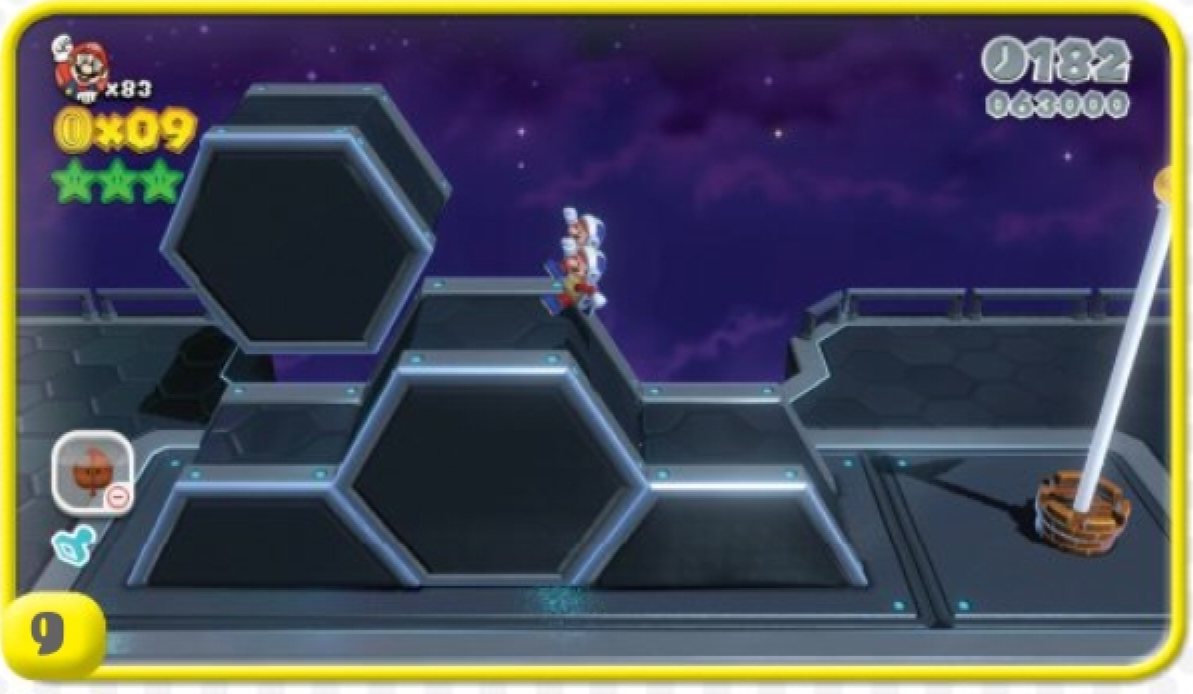
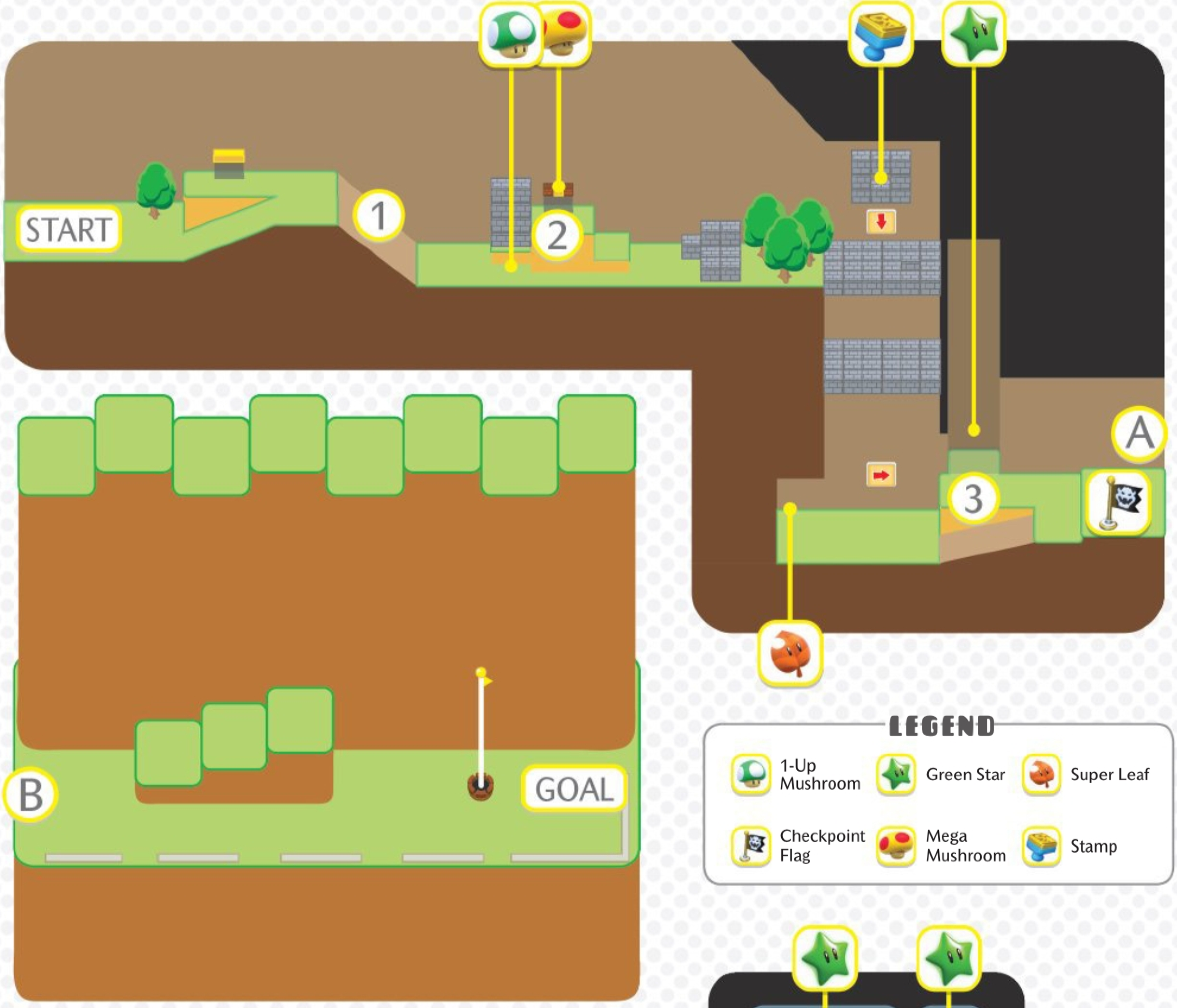

9

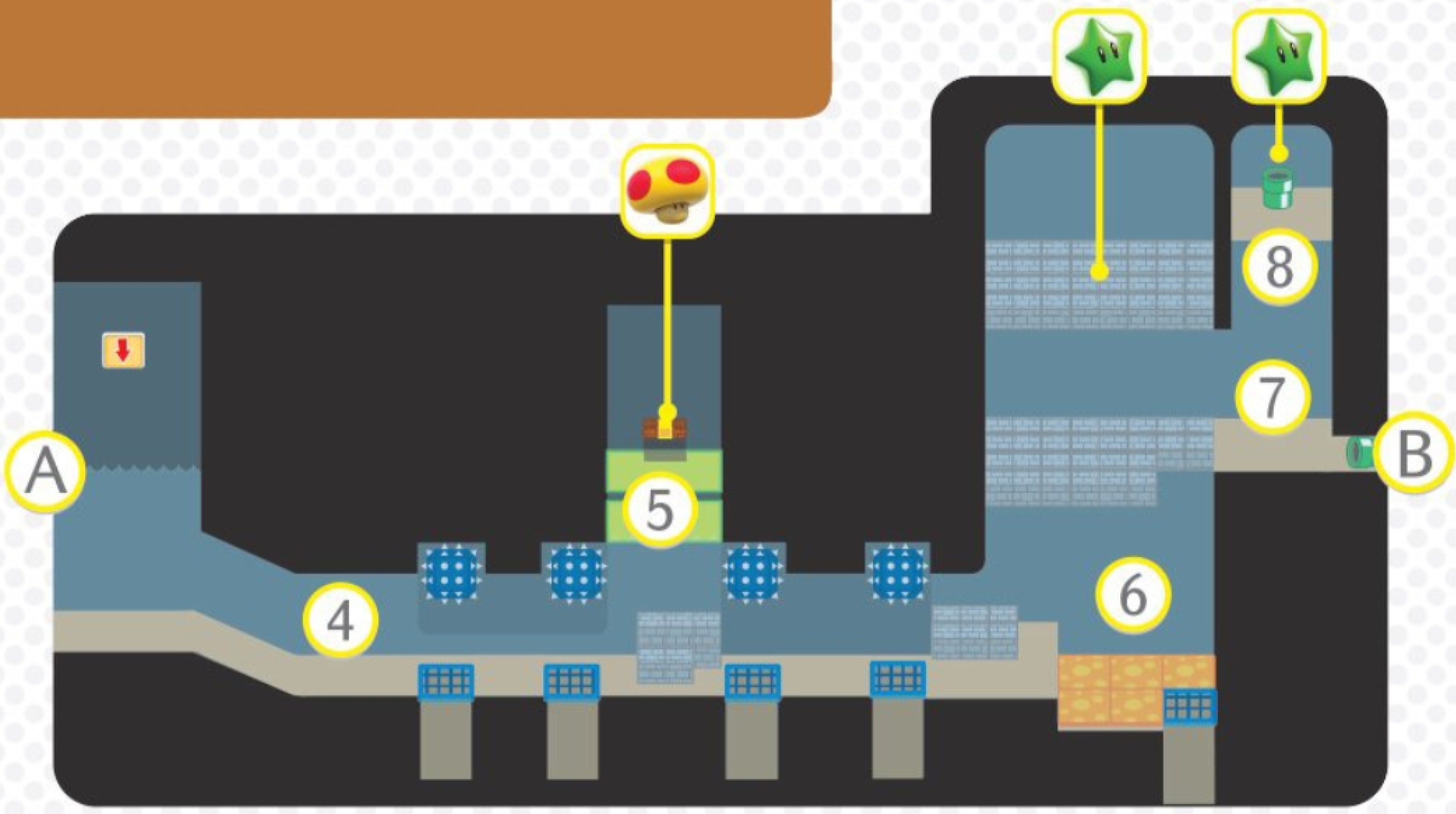
To Reach the top of the Goal Pole you must climb up a set of hexagon platforms as they fly into place in front of the pole. You have only once chance at this, missing it now means you'll have to retry the whole level!

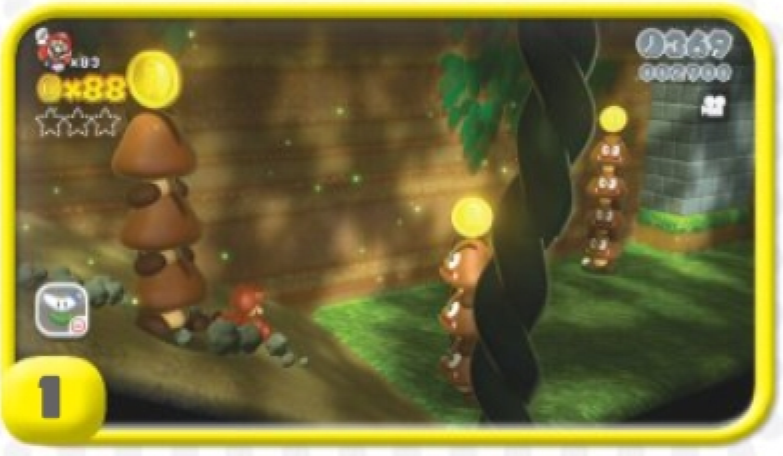
WORLD STAR-1:
Gargantuan Grotto


START
1
2
3
A
B
GOAL

LEGEND

1-Up Mushroom	Green Star
Super Leaf	Checkpoint Flag
Mega Mushroom	Stamp

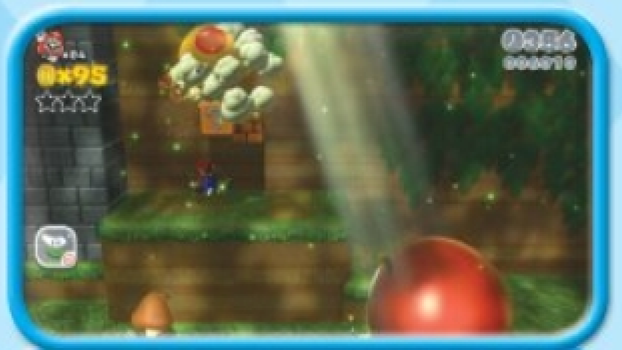


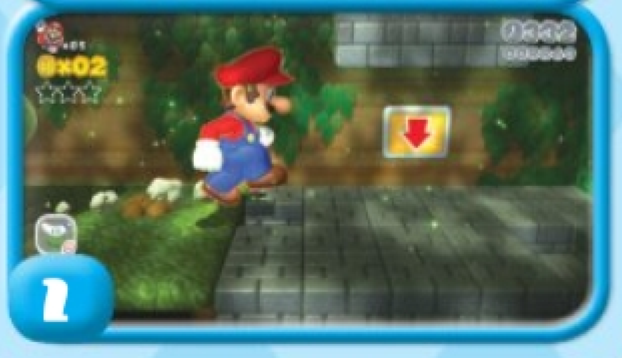


Goomba Towers are found throughout this area. Don't be blindsided by them while rushing through.

STAMP

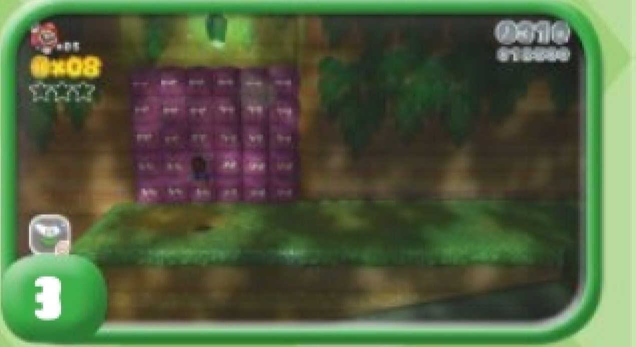
Grab a Mega Mushroom, and stomp your way forward until you reach a floor made from Rock Blocks, with eight more Rock Blocks floating above them. Destroy those floating blocks to find the Stamp.

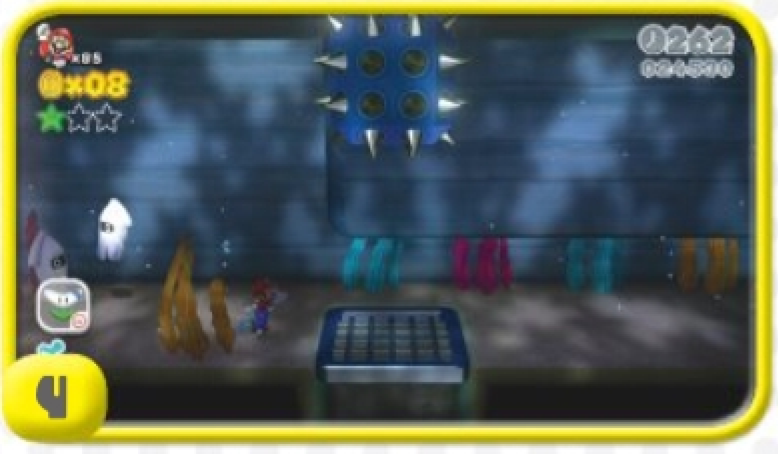




GREEN STAR #1

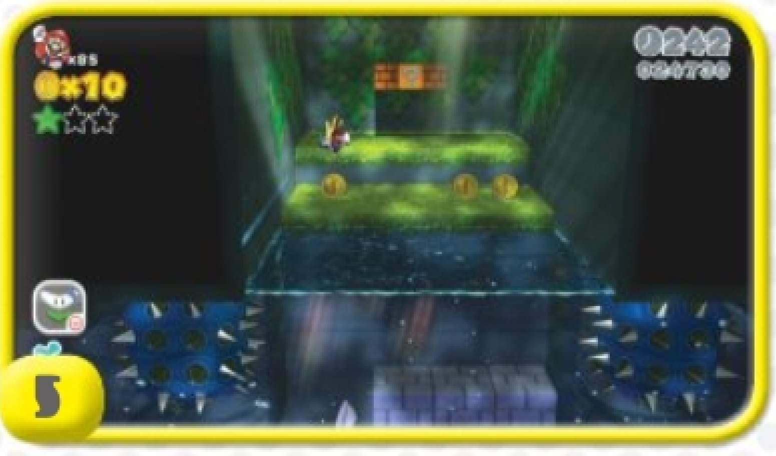
This wall of Blurkers can be dispelled simply by blowing into the GamePad microphone, or by attacking it with ranged Power-Ups. You can then wall jump inside the alcove to reach the Green Star.





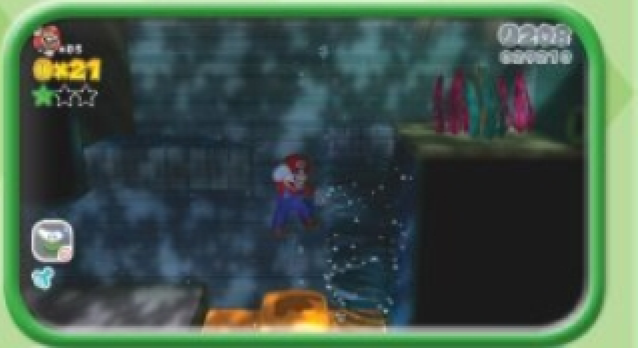
Mind the Bloopers and the water vents here. The water vents are particularly dangerous, as they can occasionally push you into enemies and Spike Blocks alike.

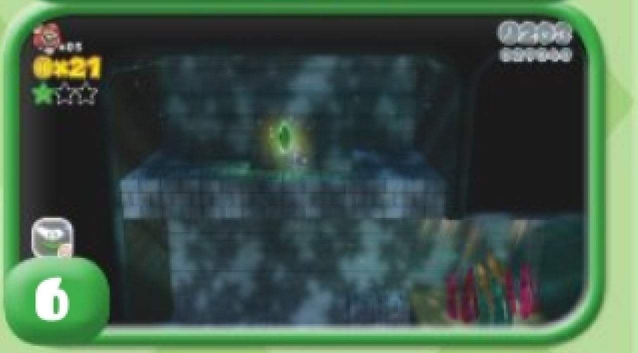
When you reach a set of Rock Blocks on the sea floor, swim upward to find a hidden ledge area. Retrieve a Mega Mushroom from the ? Block there.



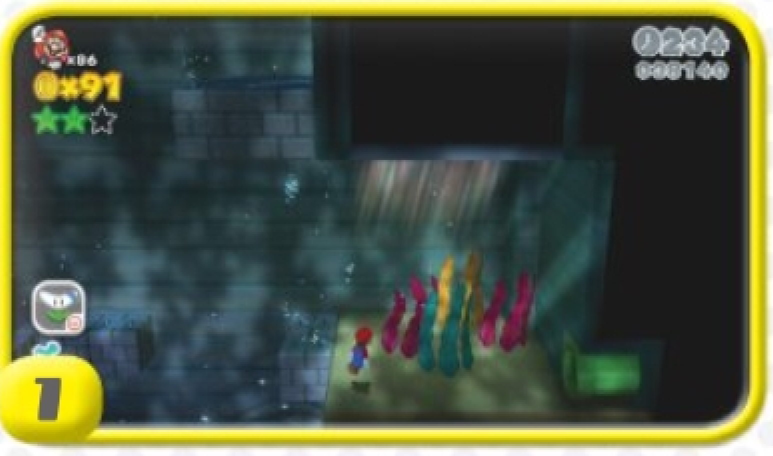
GREEN STAR #2

With the Mega Mushroom, rush forward until you reach a set of Mushroom Trampolines. Ground pound on those Mushroom Trampolines to launch yourself up through two layers made from Rock Blocks. The second star is beyond the second wall. This can be done only if you're empowered by the Mega Mushroom!



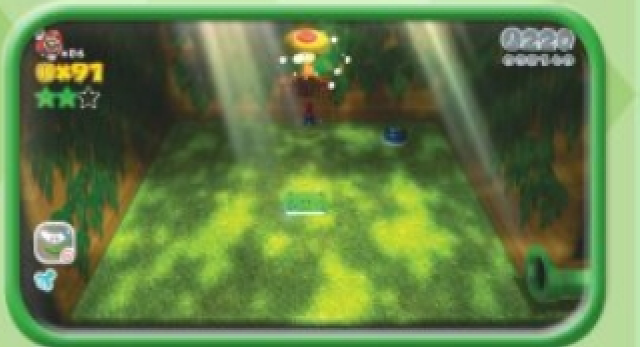


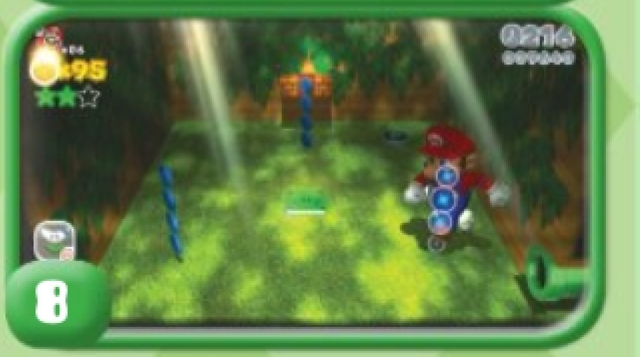
Near the second Green Star is a pipe leading to the end of the level. However, if you swim up toward the rays of light coming from the roof overhead, you can find another pipee leading to a bonus area.



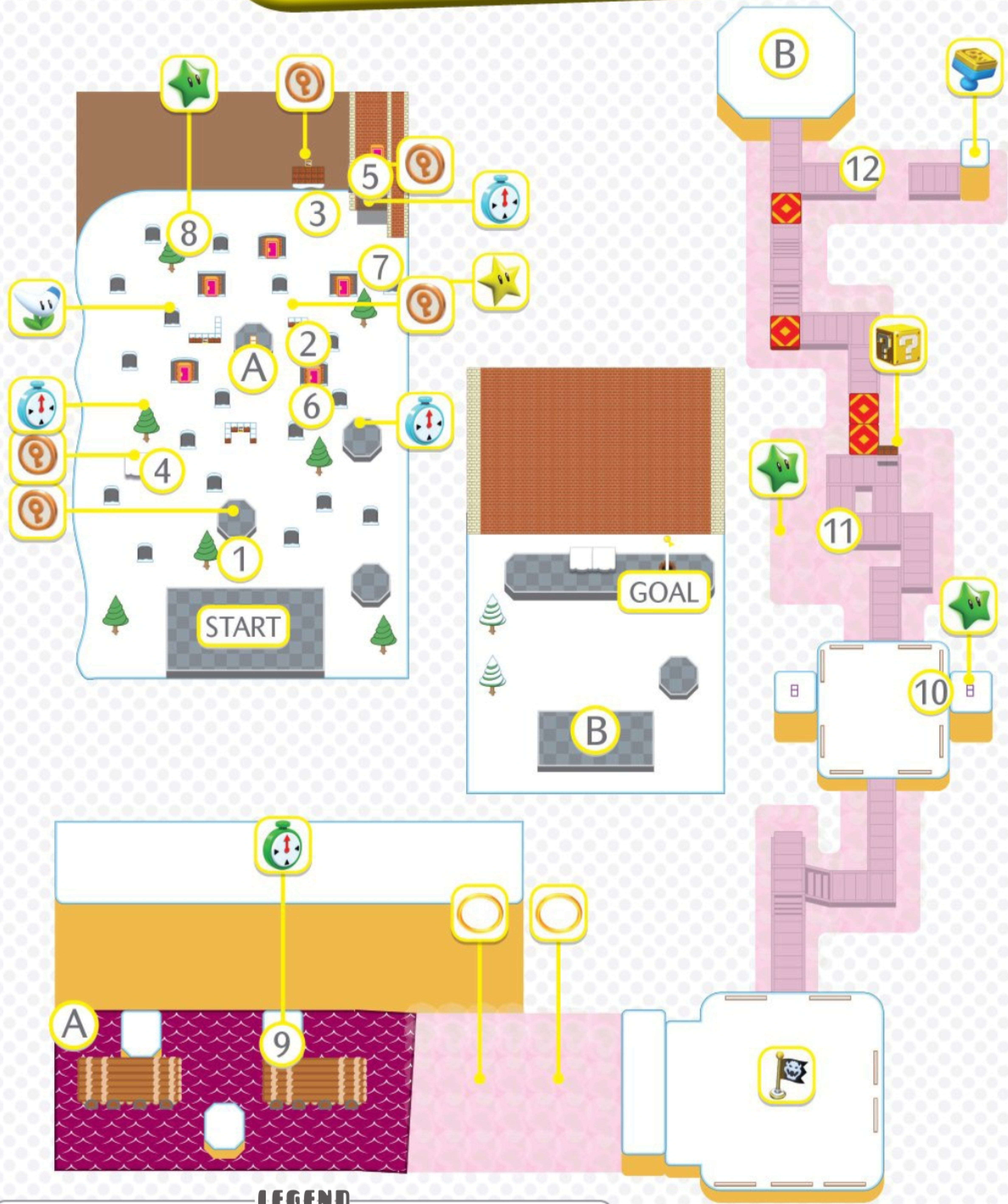
GREEN STAR #3

The bonus area fills with tall rows of Blue Coins once you hit the P Switch. Grab a Mega Mushroom from the nearby ? Block to make sure that you can reach all of the Blue Coins in time to earn the final Green Star. There are three waves of Blue Coins, and you can't hope to collect all of the Blue Coins without the power of the Mega Mushroom.





WORLD STAR-8:
Peepa's Fog Bog

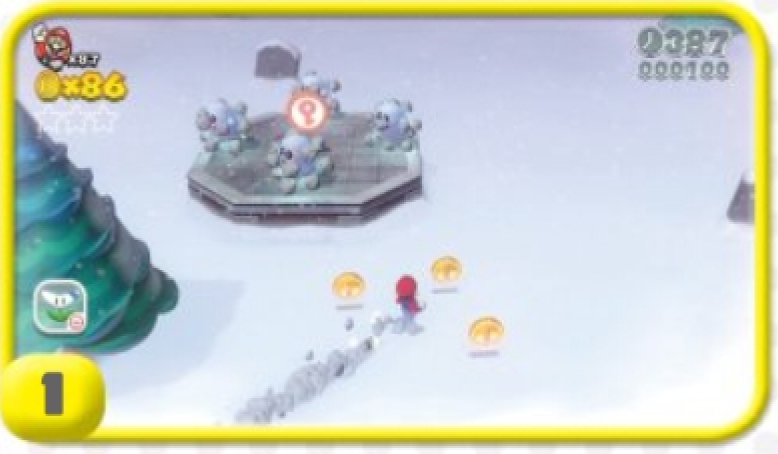


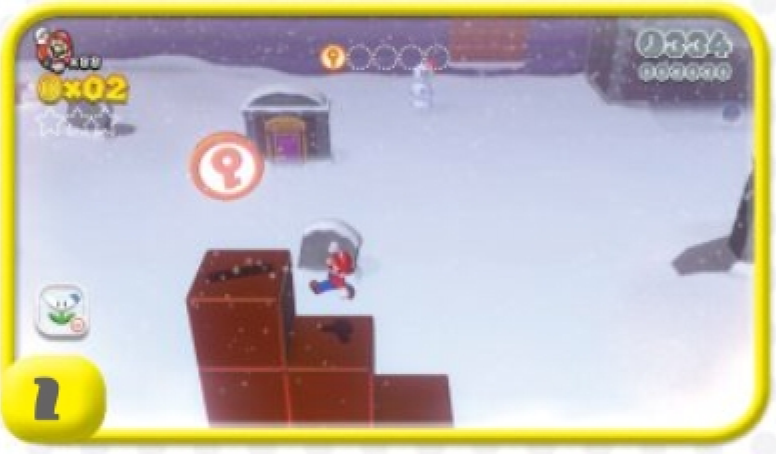
LEGEND

- + Clock
- Boomerang Flower
- Gold Ring
- Green Star
- Key Coin
- ? Box
- Checkpoint Flag
- Green + Clock
- Super Star
- Stamp

This level starts you in the middle of a large field, and before you can leave it, you must find five Key Coins to unlock a Warp Box. This field also contains a lone Green Star for collection.

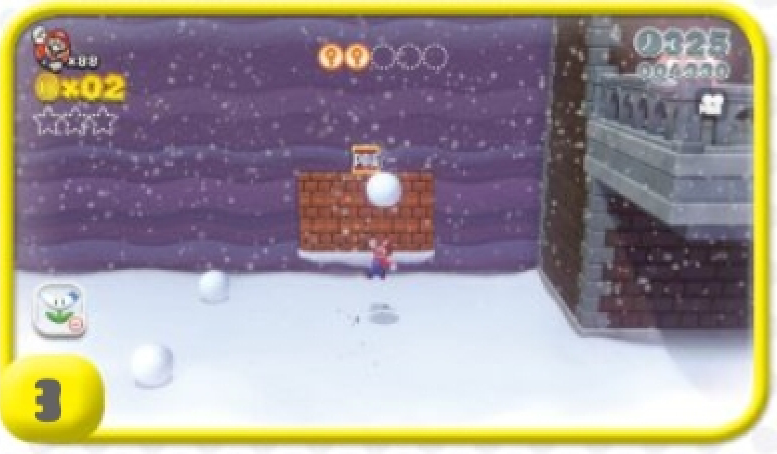
The first Key Coin is in front of where you start the level, surrounded by Peepas that appear when you get close.

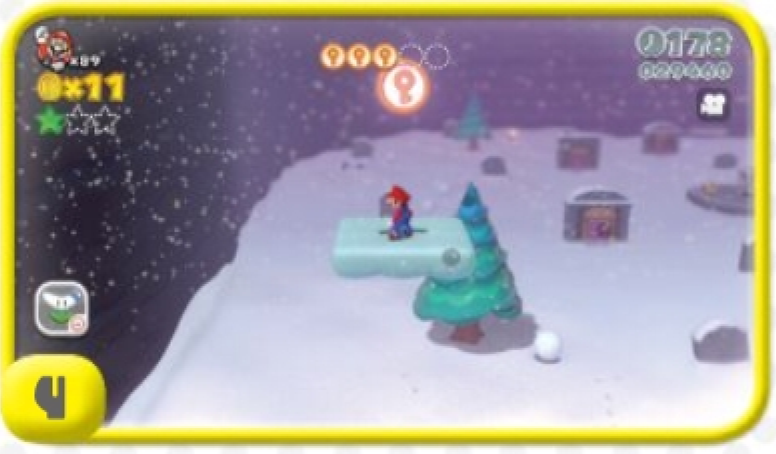




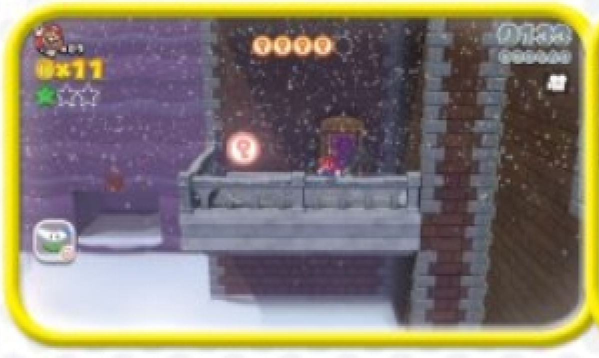
One Key Coin is very close to the Warp Box you need to unlock. Hit the Red POW Block on the ground to create a set of steps that let you reach it.

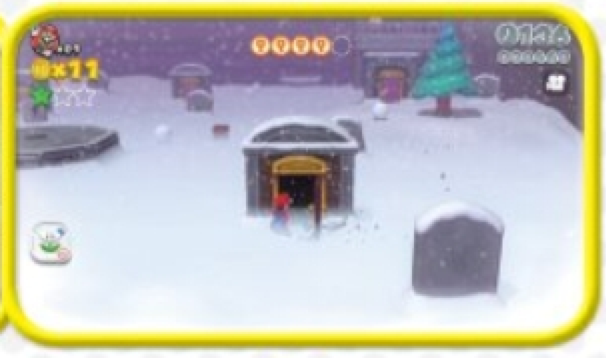
North of that Key Coin, you can find another behind a block wall. Destroy it by hitting the Red POW Block and you get easy access to the Key Coin.





The fourth Key Coin is over an invisible cloud platform near a pine tree. The platform will rise up to the Key Coin once you stand on it. The invisible cloud platforms is constantly moving, and it will not wait for you to help with reach the Green Star.

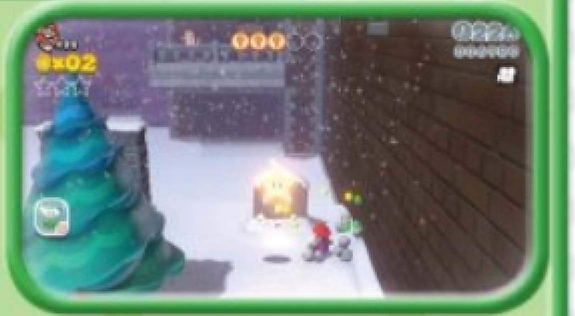


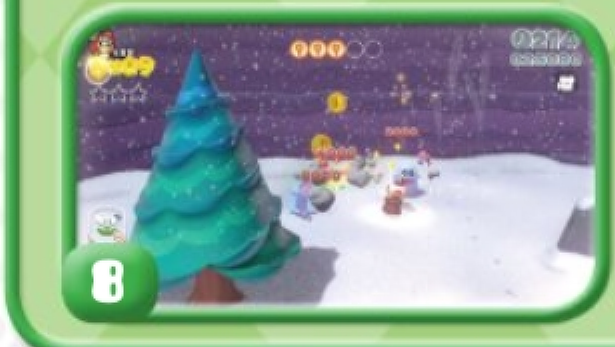


The hardest Key Coin to retrieve is up on a balcony ⑤ with no immediate way to reach it. Look for a particular door somewhere in the fog ⑥. Entering it will take you straight to the Key Coin.

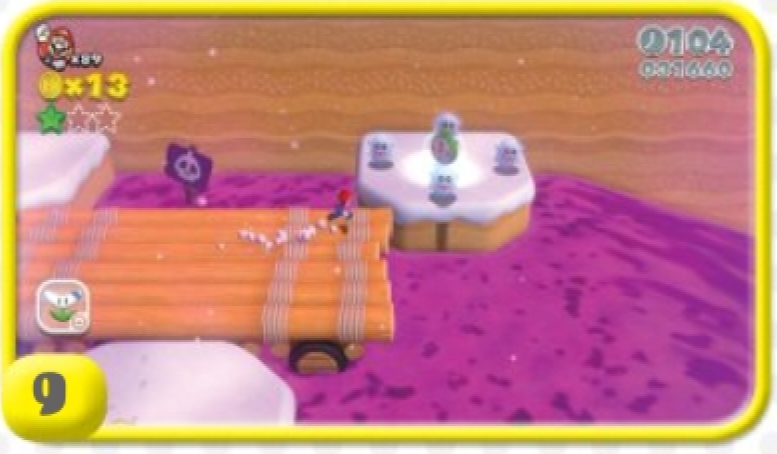
GREEN STAR #1

A swarm of Peepas has Captain Toad surrounded, and he won't give you a Green Star until they're gone. If you run to the other side of the field ⑦, you can find a Super Star by ground pounding in front of a tombstone.





Dash back over to Captain Toad and take out the Peepas before the Super Star wears out!



After seeking out all of the Key Coins, you might be low on time. Don't miss the Green + Clock at the start of the raft ride!

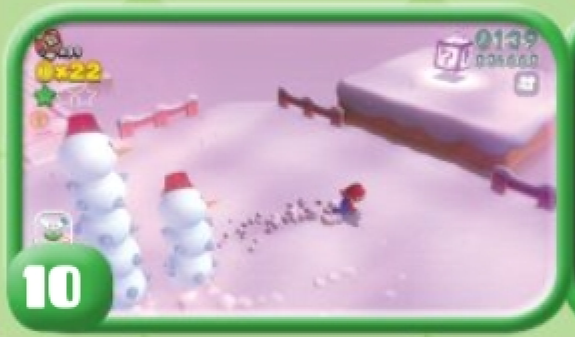
CAUTION

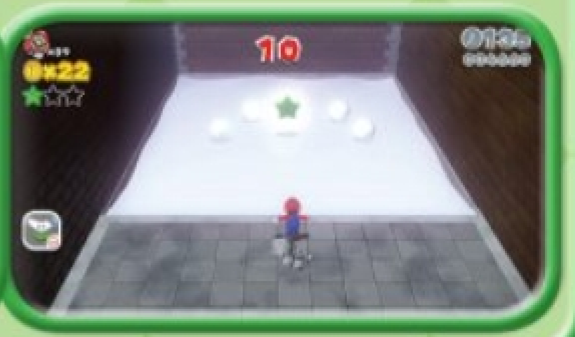
Stay On the Dock

The docks here rise and fall into the fog. So long as you stand or land on the docks, you're safe from the Poison Bog surrounding them, even after they've sunk into the fog.

GREEN STAR #2

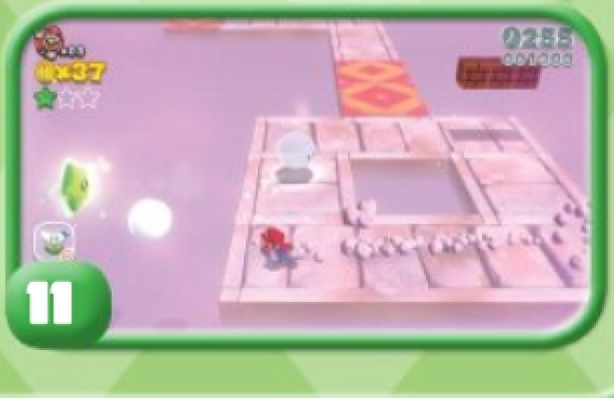
When you encounter two Snow Pokeys in between a pair of Mystery Boxes, take the box on the right to reach a bonus room. Approaching the Green Star in this room causes it to vanish. Instead, grab one of the nearby snowballs, run away until the star reappears, and throw the ball at it.





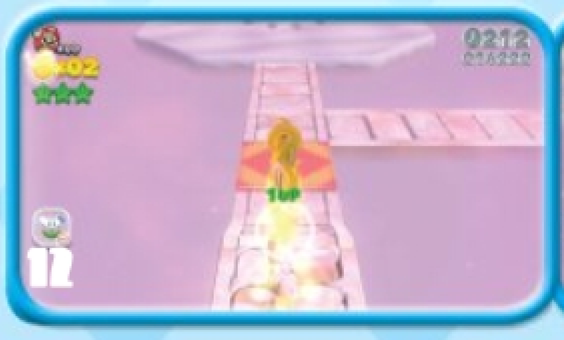
GREEN STAR #3

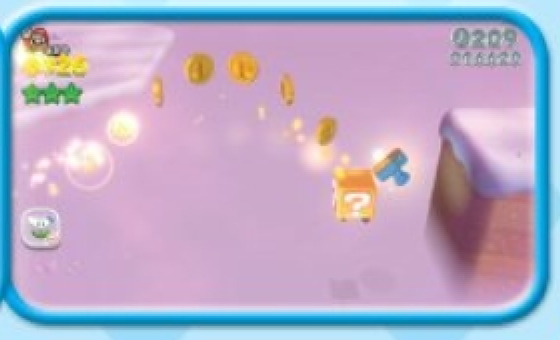
This star is floating off to the side of the docks. You have to throw a snowball (or use a boomerang) to safely retrieve it.



STAMP

During the Dash Panel-boosted run to the final Warp Box, take the side route to the right, making sure to jump over a gap in the walkway. The Stamp is on a small island in the middle of the bog.

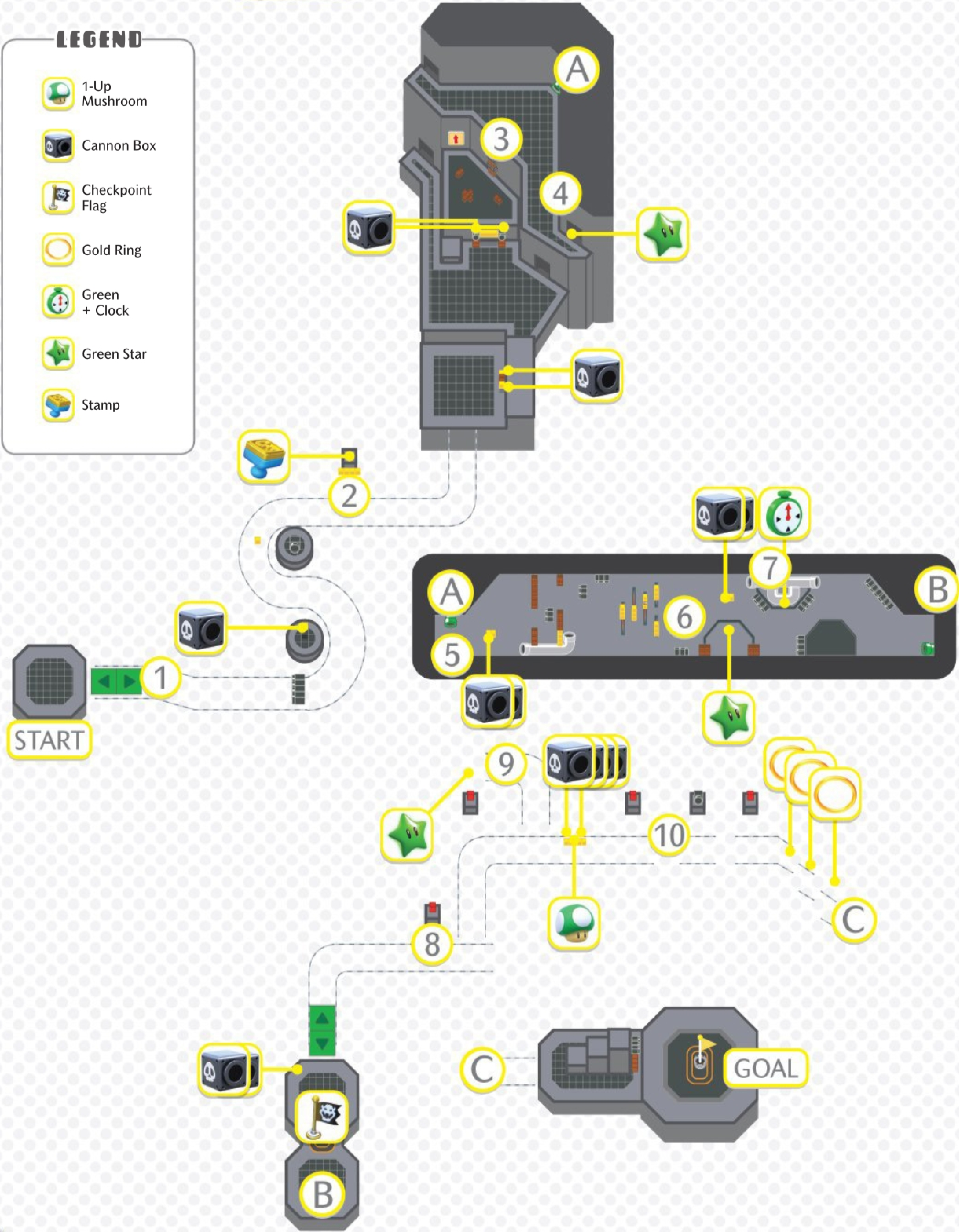




WORLD STAR-9:
Cosmic Cannon Cluster

LEGEND

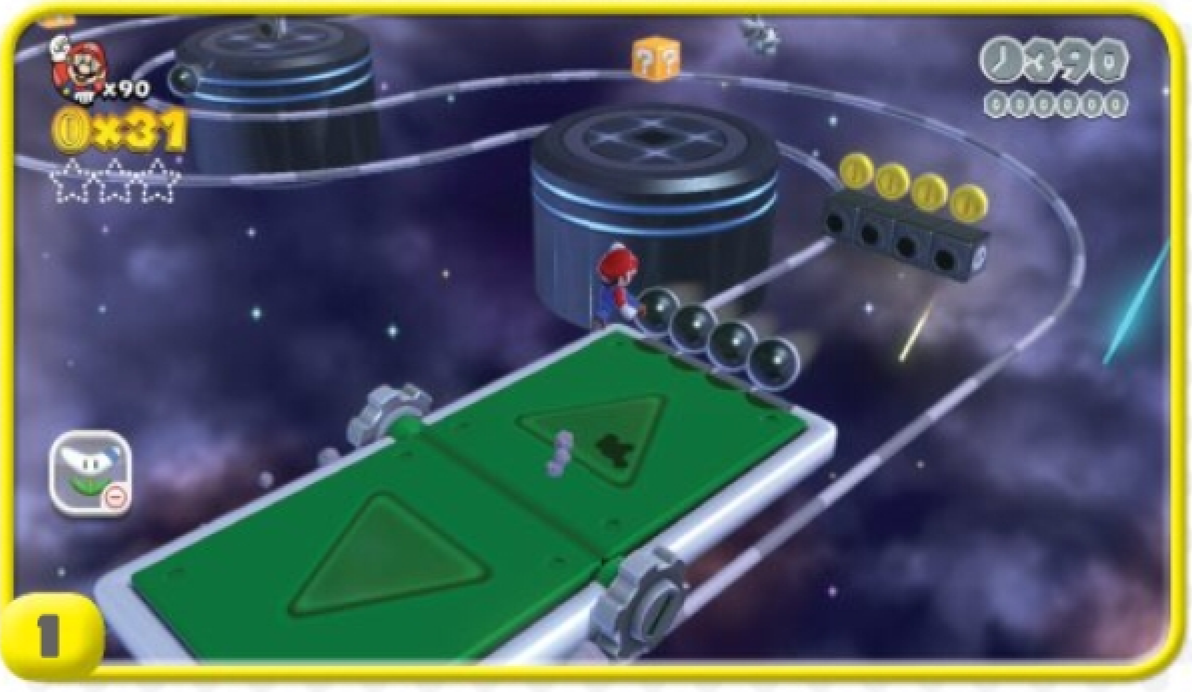
- 1-Up Mushroom
- Cannon Box
- Checkpoint Flag
- Gold Ring
- Green + Clock
- Green Star
- Stamp


A
3
4
2
1
START
A
5
6
7
B
9
10
8
C
C
GOAL
B

NOTE

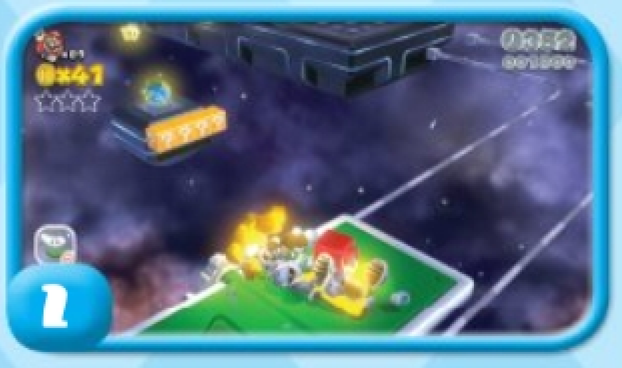
Green Star Unlock Requirement

210 Green Stars

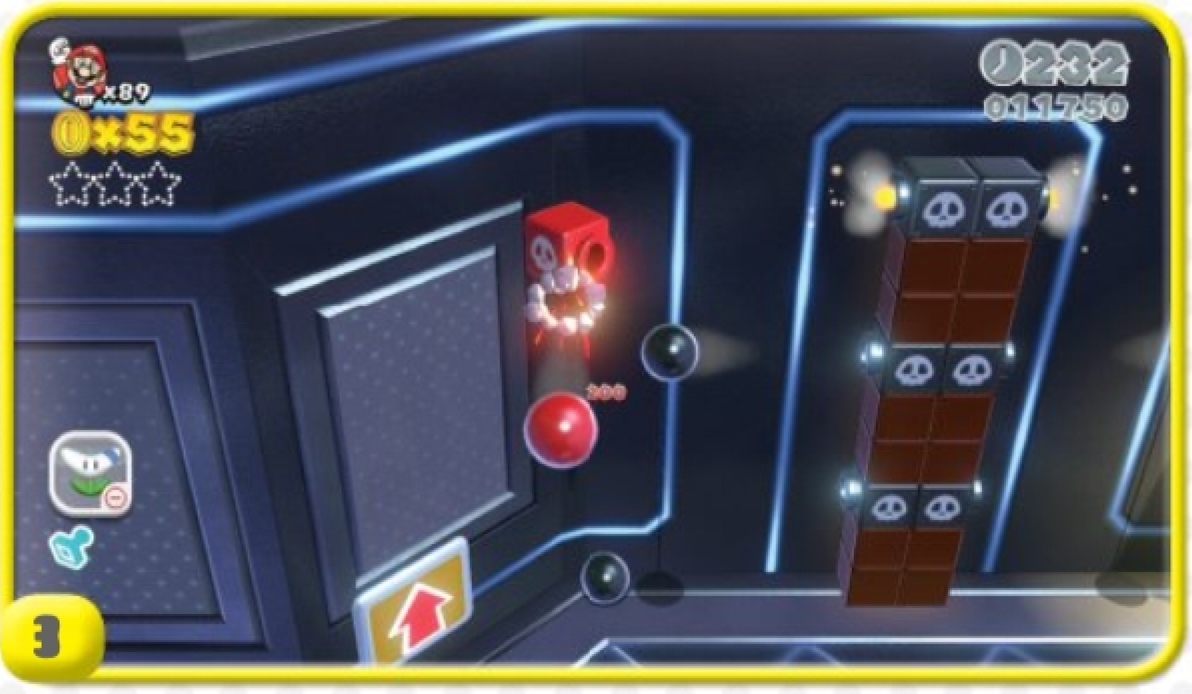


You have to use a Switchboard to navigate through this level, which is complicated by the numerous cannons and Parabones found across the whole level. You can pick up a Cannon Box near the first set of cannons on the Switchboard track to help even the odds.

STAMP



Early on, you see an platform with the Stamp off to the side of the Switchboard track, with ? Blocks next to it. Shoot the ? Blocks with a Cannon Box to make a bridge so that you can retrieve the Stamp.

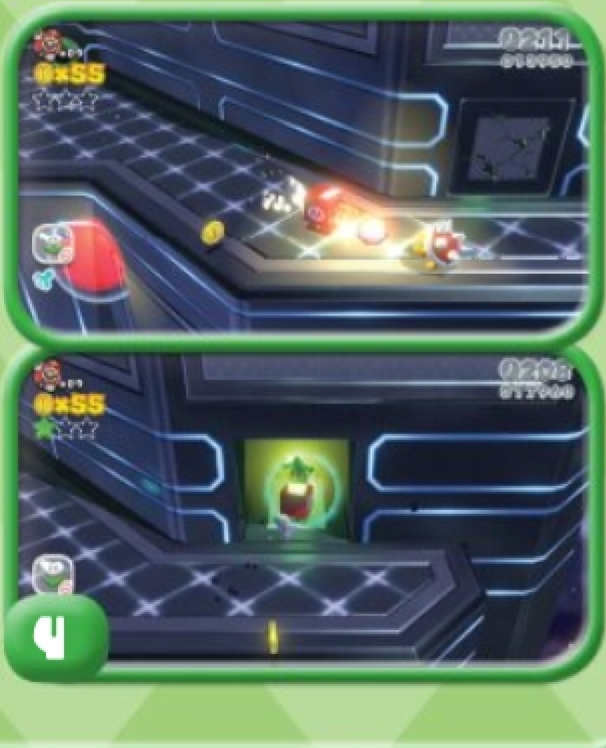


Making it up this wall requires you to bounce from cannonball to cannonball. Fortunately, they all fire in sequence so the timing is very predictable. A Cat Power-Up, if available, can also help with this.

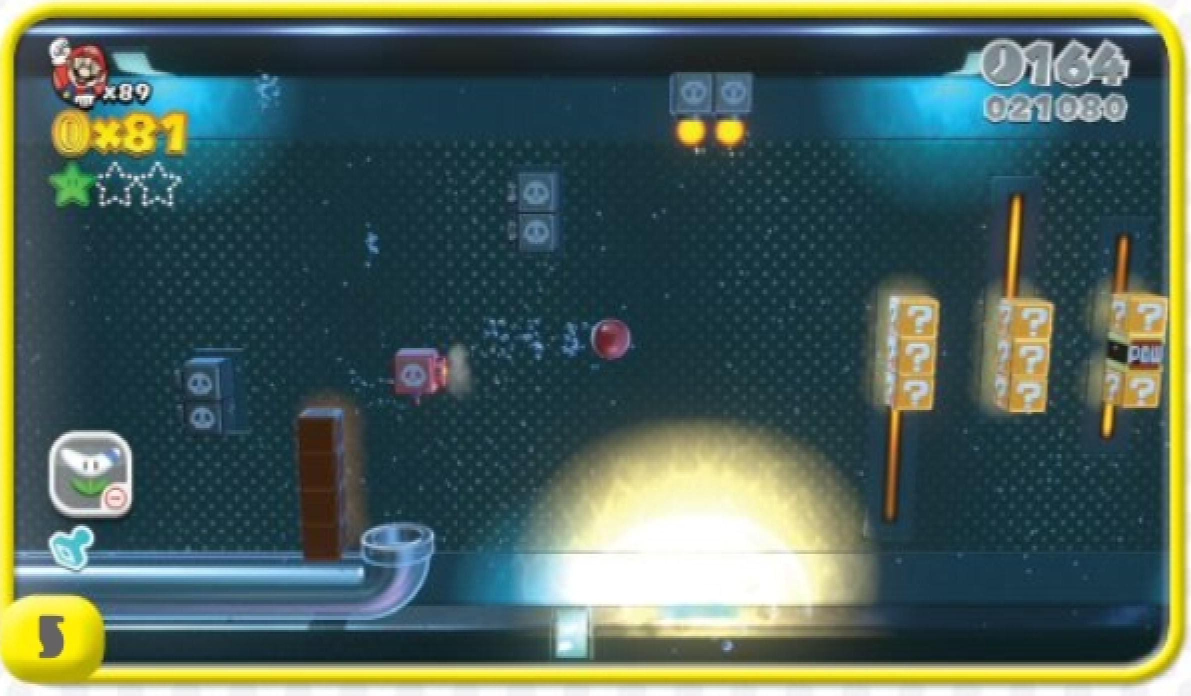
TIP

The Cannon Box can blast open breakable walls in this area for hidden goodies. If you lost your first Cannon Box, more are provided throughout the level.

GREEN STAR #1



After you climb the cannon wall, don't go right away into the pipe. Check to the right side of the platform to find a breakable wall. Blast it open to locate the first Green Star.

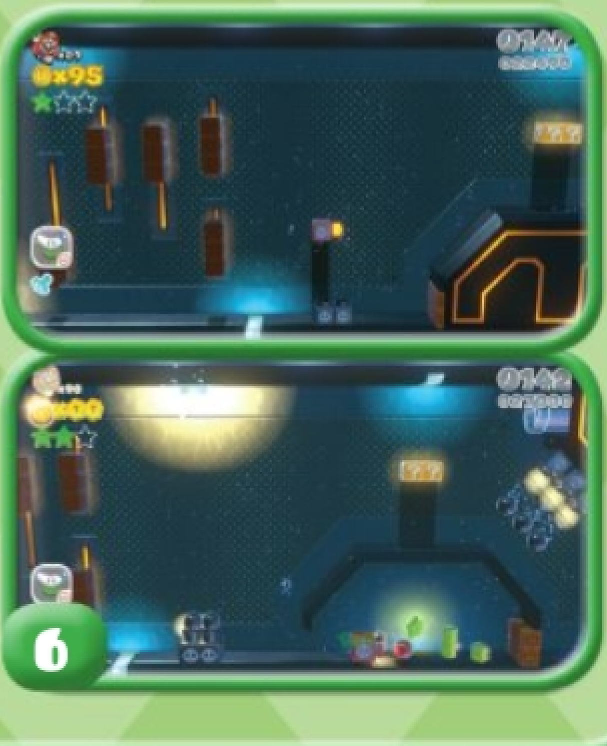


Entering the pipee takes you to an underwater auto-scrolling section, filled with more cannons, blocks and ? Blocks.

Cosmic Cannon Cluster

GREEN STAR #2

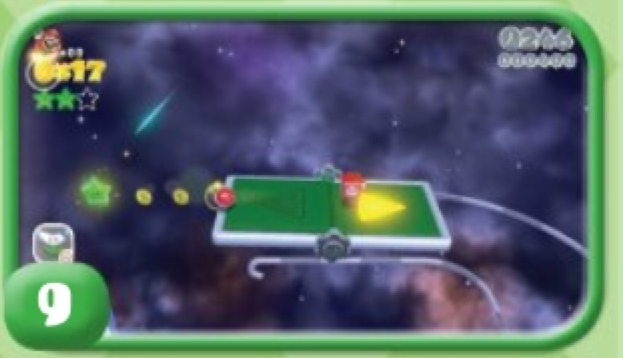
The Tanooki Power-Up, Cat Power-Up, and Rosalie's Spin Attack can help reach the Green Star. Blast open the blocks pictured on this part of the swimming section to enter a hidden room with stacks of Coins and the second star.



6

GREEN STAR #3

The final Green Star can be reached only by changing the Switchboard track to head in that direction, and even then you can't physically reach it without losing a life. Use the Cannon Box to shoot the star!



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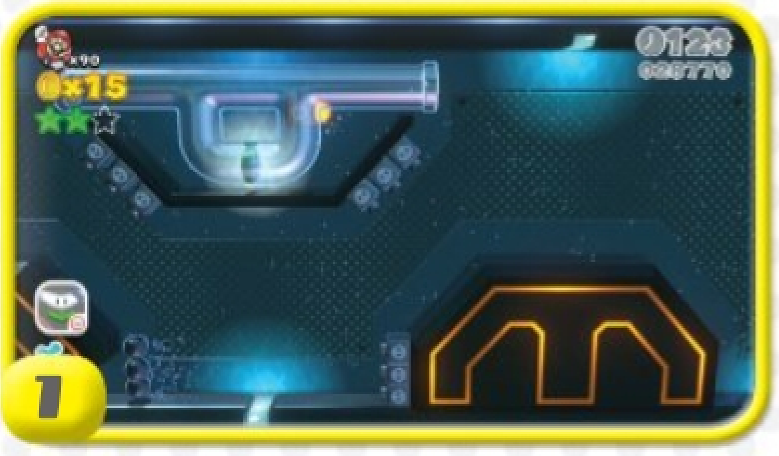
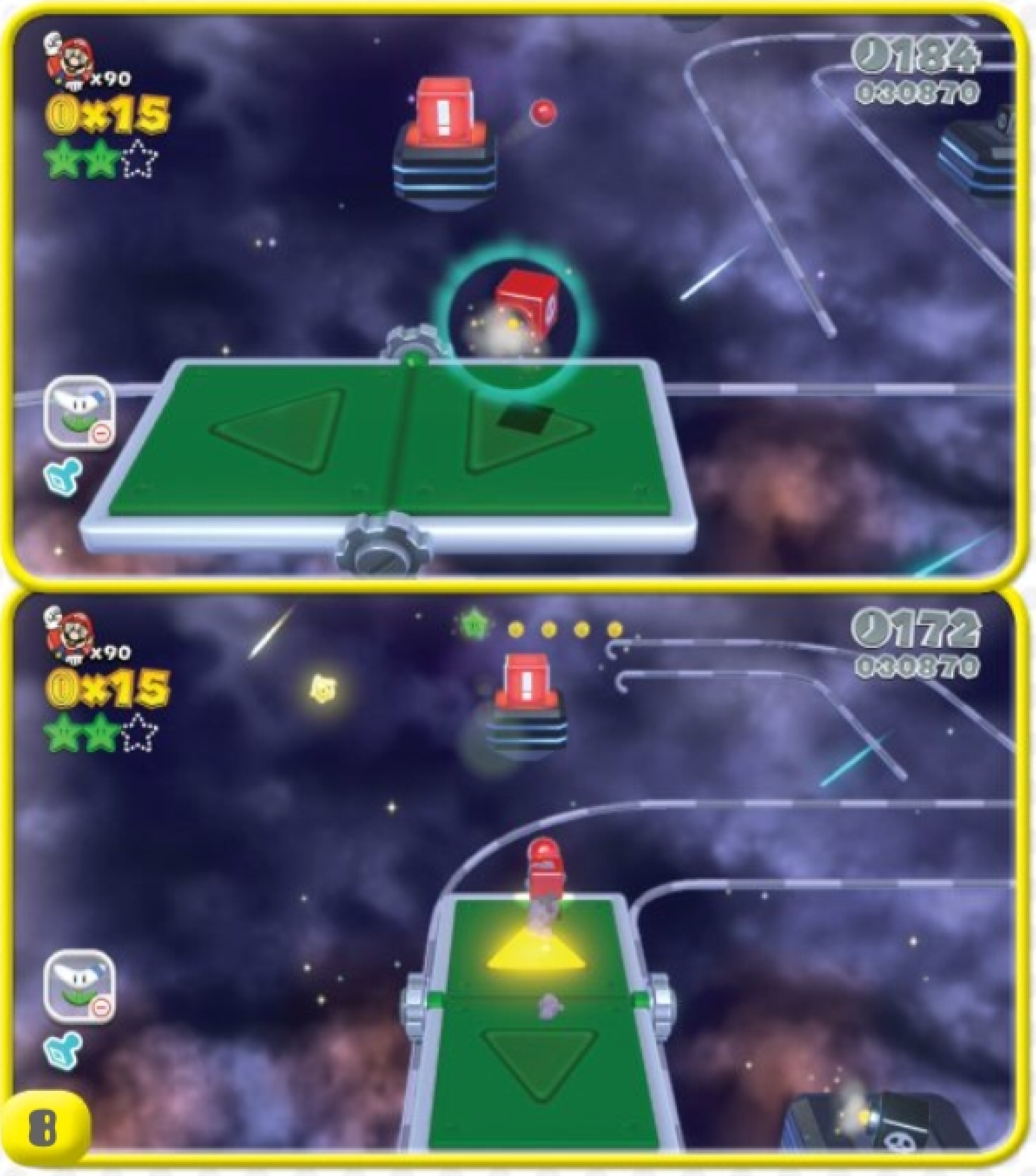


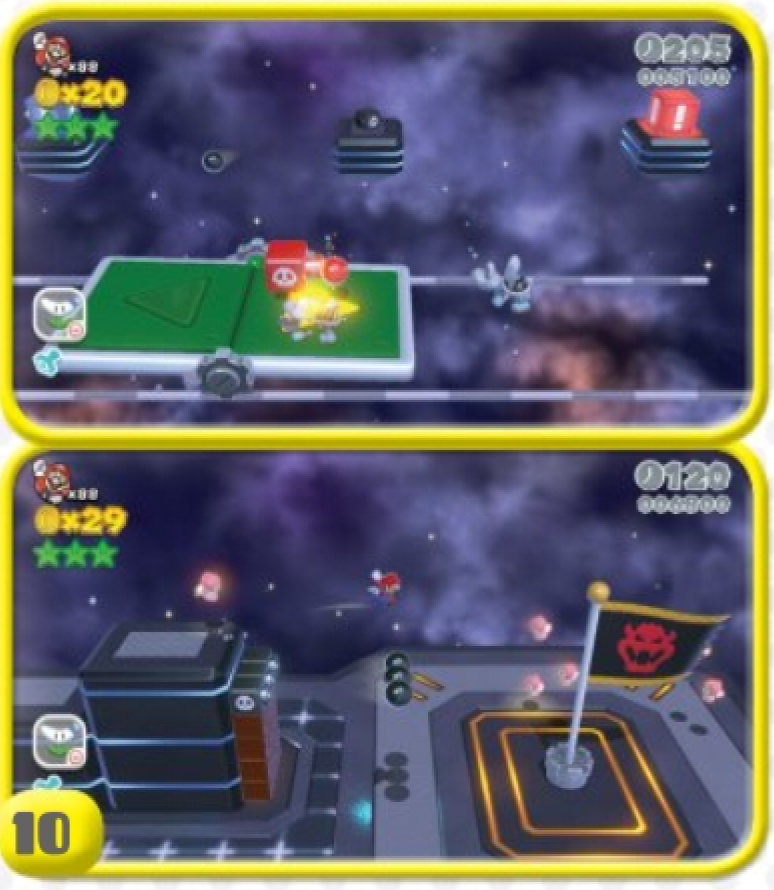
7

A green + Clock is stashed away in the Clear Pipe near the second Green Star. It's useful if you are running short on time.



8

The Switchboard tracks beyond the Checkpoint Flag need to be completed by shooting red ! Blocks with a Cannon Box, otherwise you're doomed.



10

This final stretch can be rough. Parabones can ruin your shots on the ! Blocks to complete the tracks, while cannons continue to harass you.

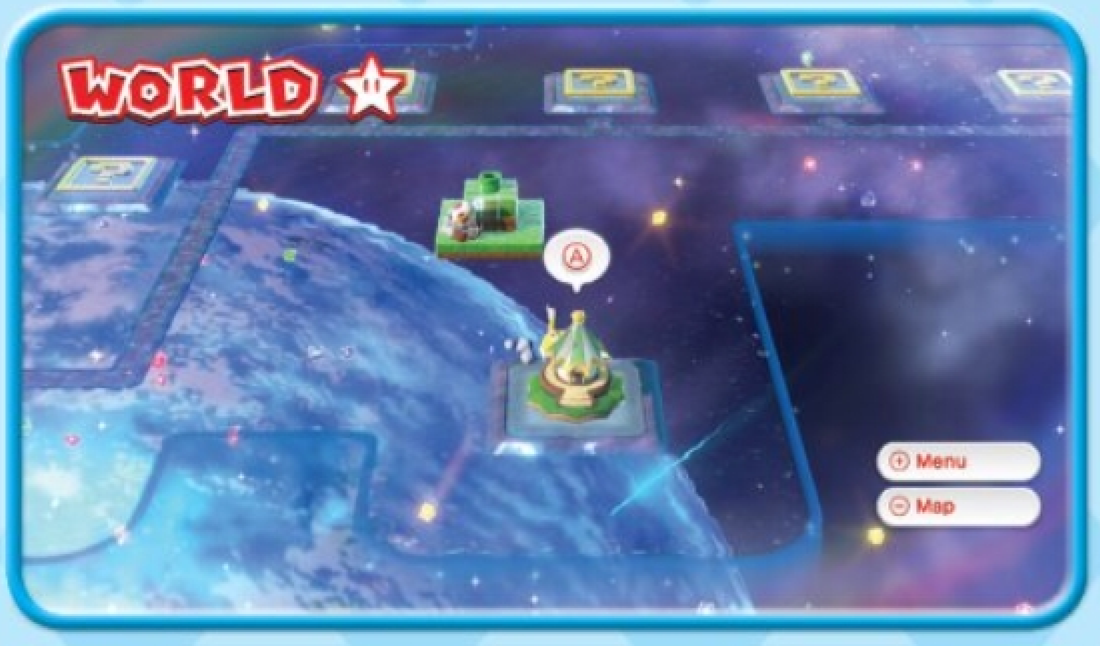
If you're not using a Cat Power-Up, you must use a long jump to bounce off a set of cannon balls to reach the top of the Goal Pole.

Rosalina and Peach have exceptional jumping capability, and do not need to use a long jump here.

STAMP

World Star : Sprixie House

You can enter this Sprixie House the moment you arrive in World Star.
It's next to the Captain Toad level.



WORLD STAR:

Captain Toad Takes a Spin

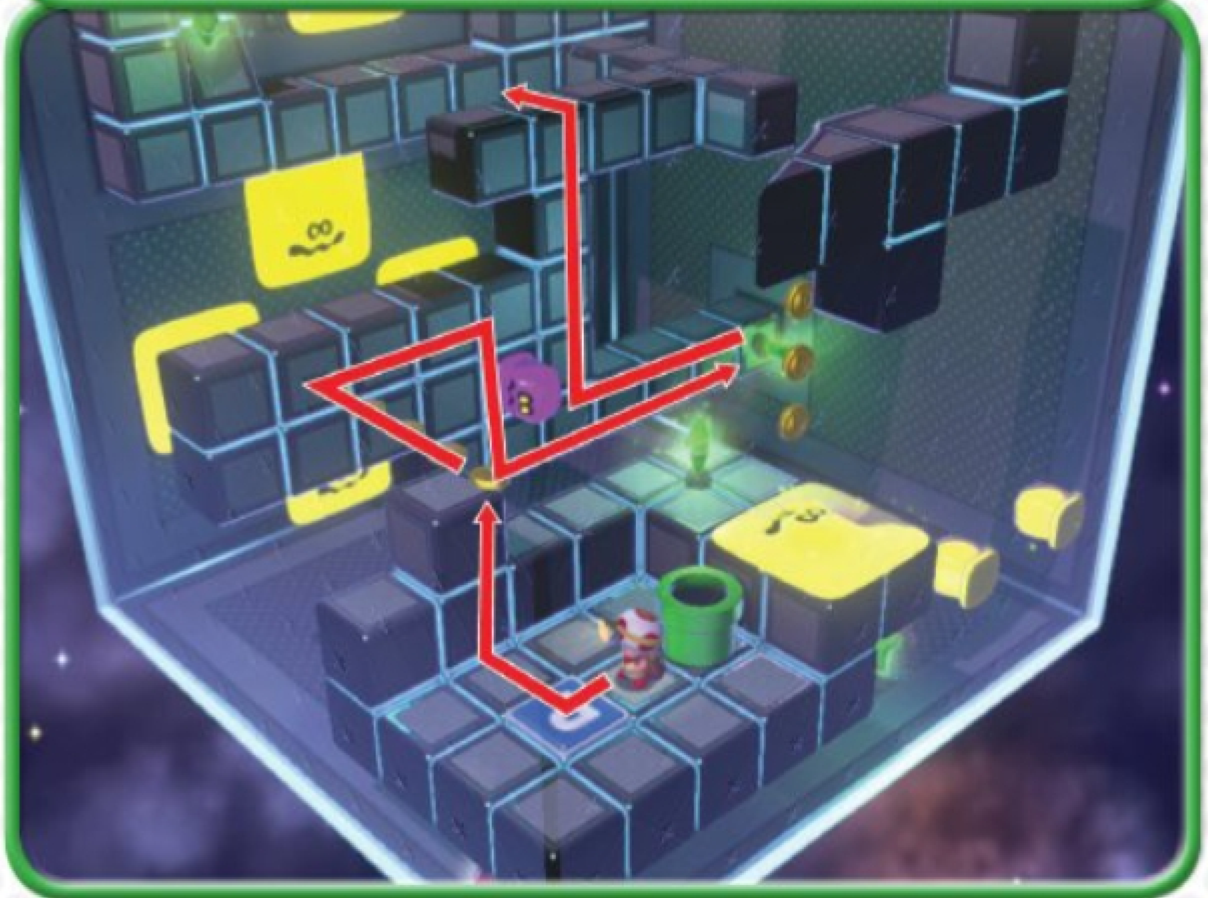
NOTE

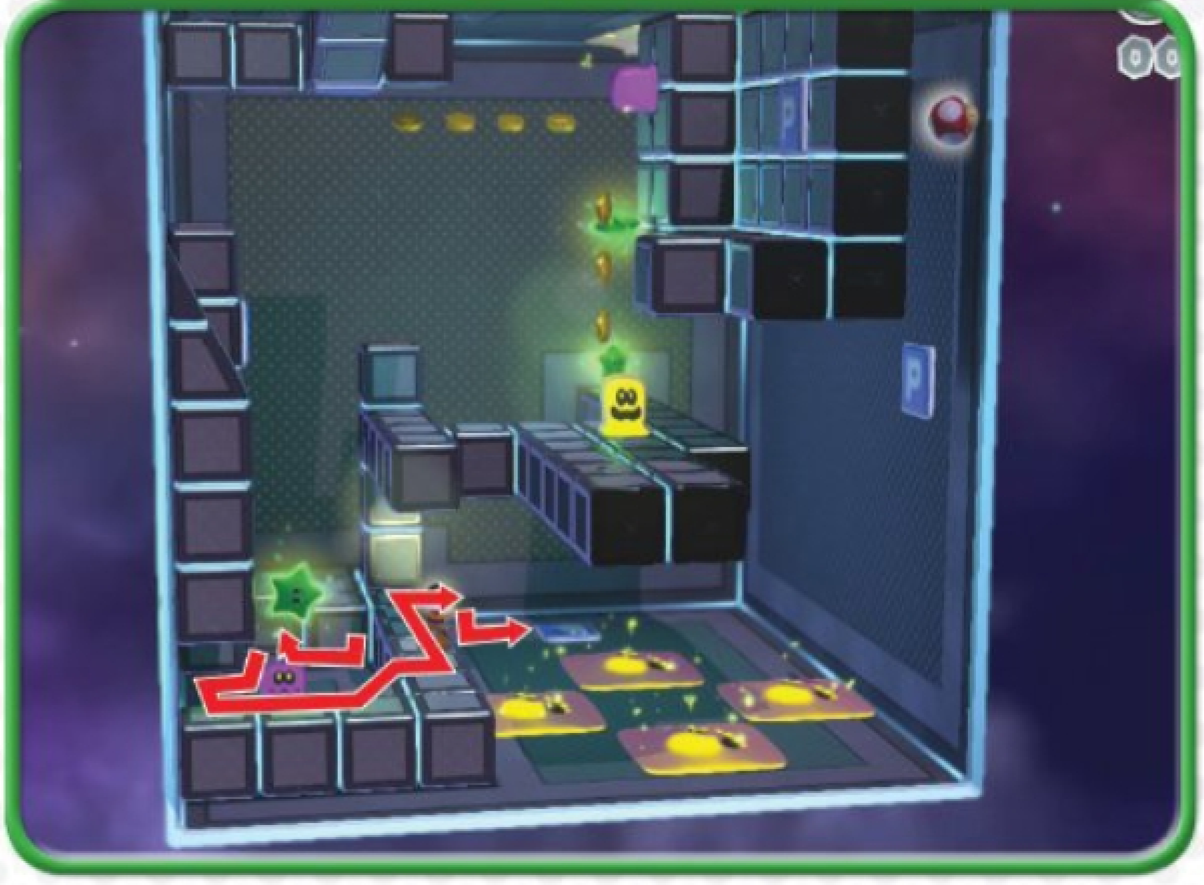
This level is unlocked immediately after unlocking World Star.

This level is interesting, in that you cause it to rotate 90 degrees every time you hit a P Switch. You can essentially collect the Green Stars out of order, as there's always going to be a P Switch within reach. Just be careful about the enemies and you should be fine.

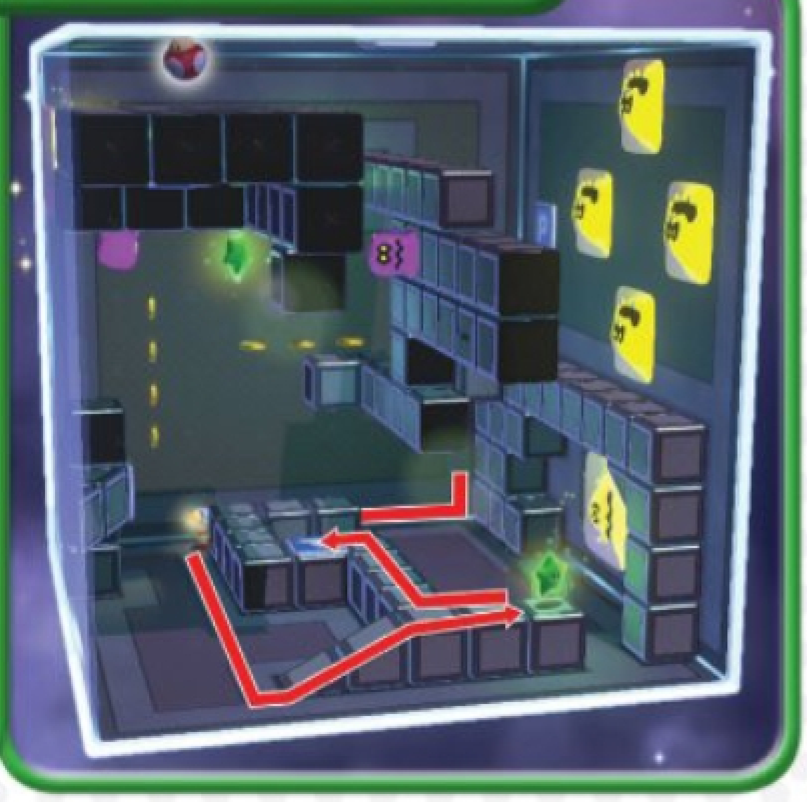
GREEN STAR #1 AND #2

Hit the first P Switch you start next to, then drop down, slip past the baddie, and grab the first Green Star. Then you can drop down to the lower level and collect another star. Make your way to the P Switch near the four Fizzlits on the ground level.



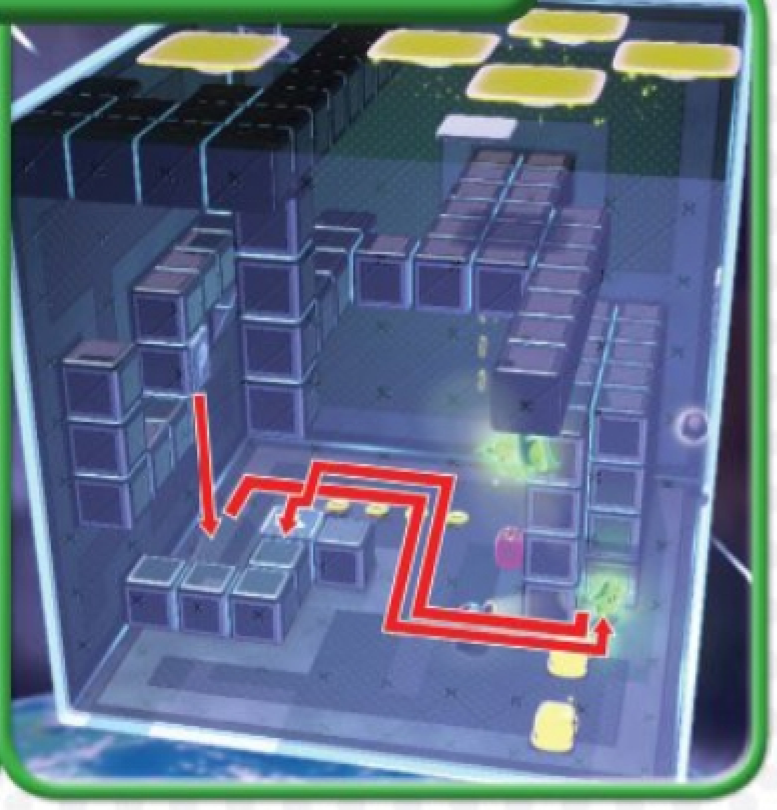


GREEN STAR #3



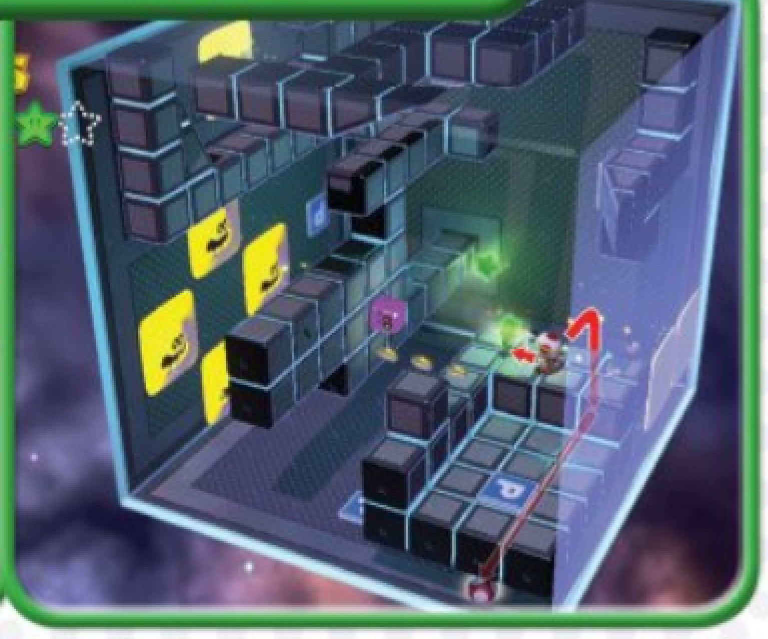
Drop back down to the ground level, and make the walk around toward the third star. Hit the nearby P Switch when you're done.

GREEN STAR #4



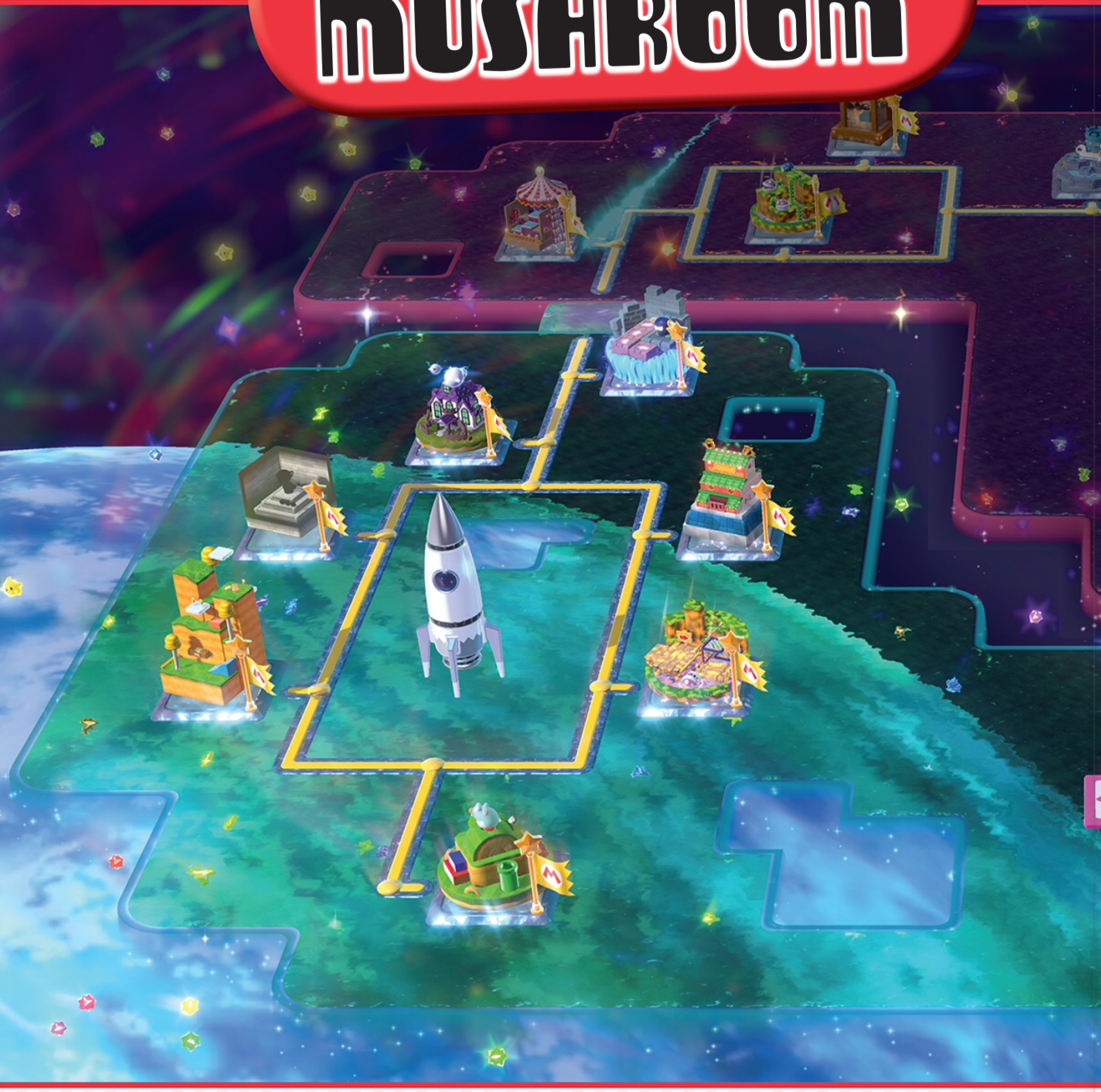
You'll have to rotate the camera around until you can see the fourth star, which is protected by two more baddies. Wait for them to give you a chance to slip past them, grab the star, and run for the next P Switch.

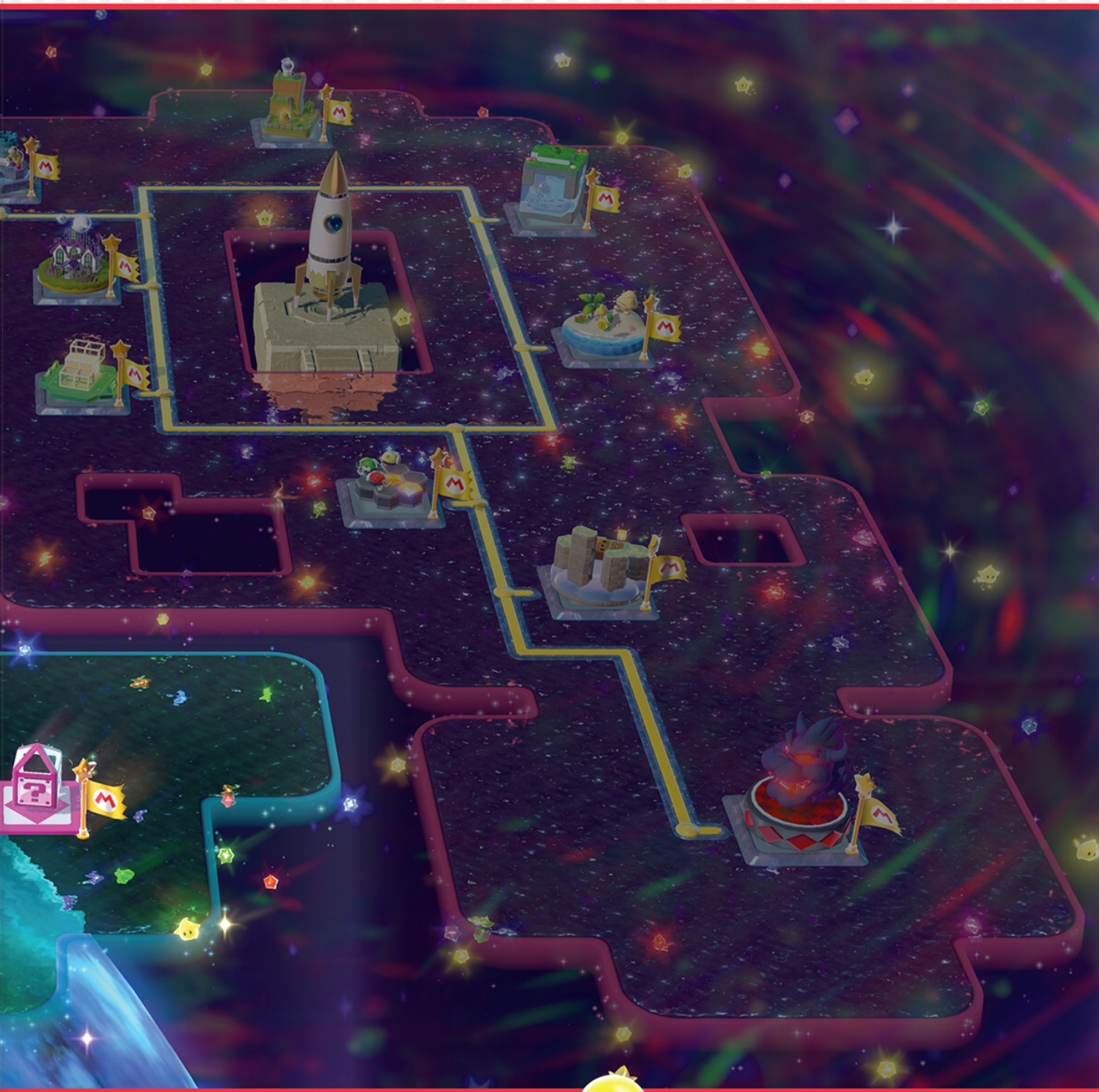
GREEN STAR #5



Hitting this P Switch drops you right on top of a baddie next to the last Green Star. Time the rotation so that you fall on the enemy while he's not electrified, then collect the star.

WORLD MUSHROOM



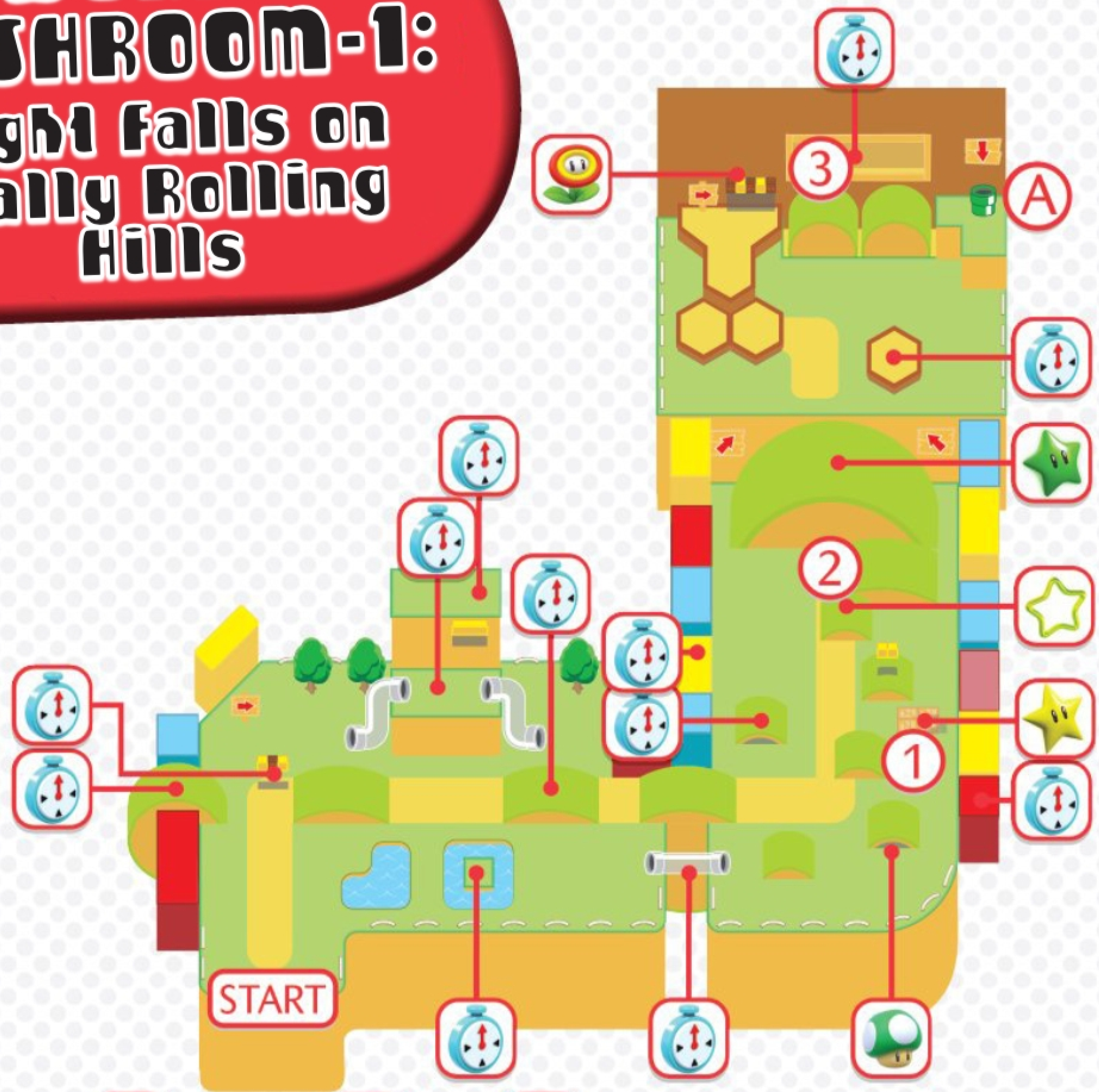


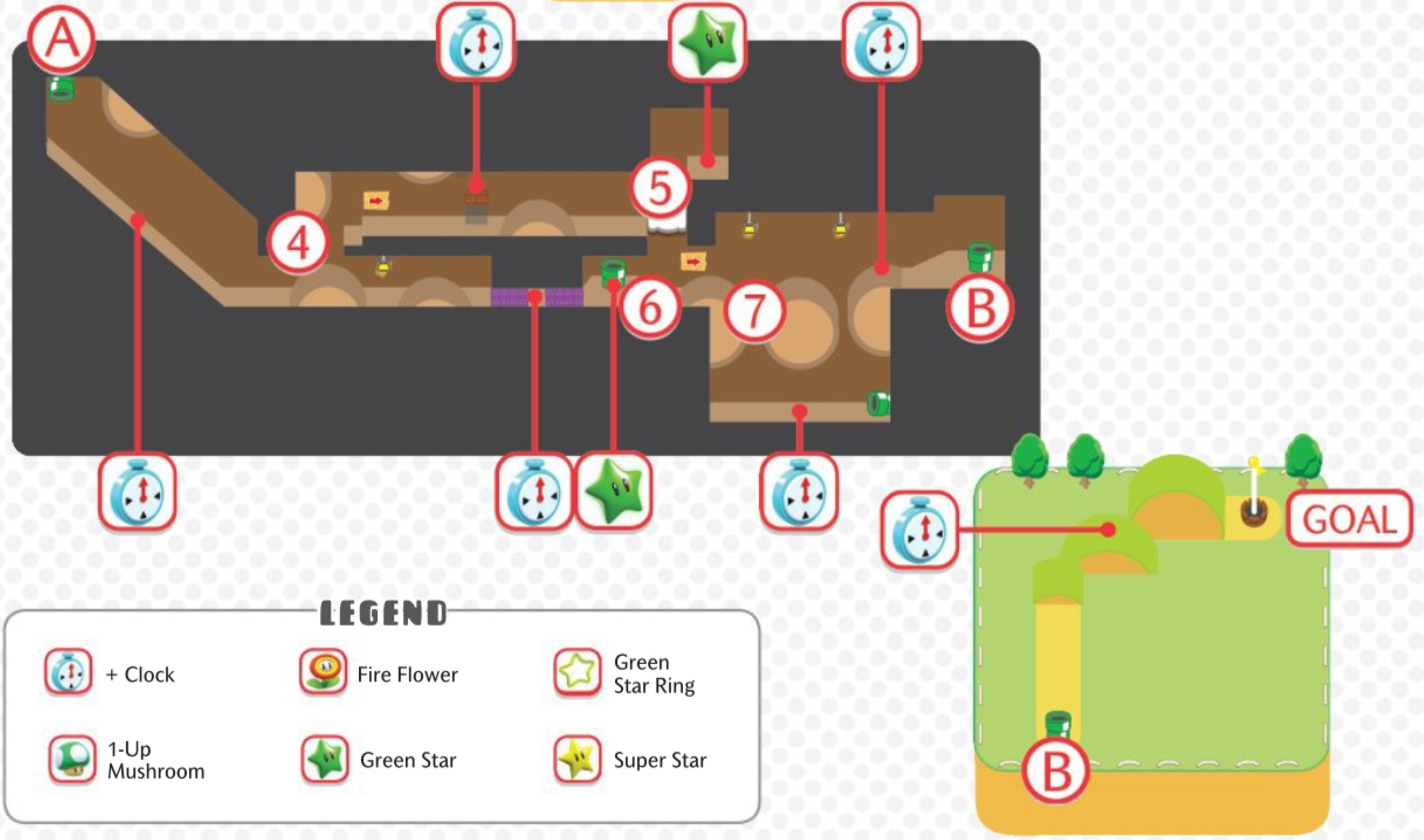
Welcome to World Mushroom! Drawing upon levels you've seen during the first eight worlds of the game, this world, and the one that follows, add a new twist to these levels, ramping up the challenge significantly. Just because you recognize a place doesn't mean that you can apply all of your old knowledge to it!

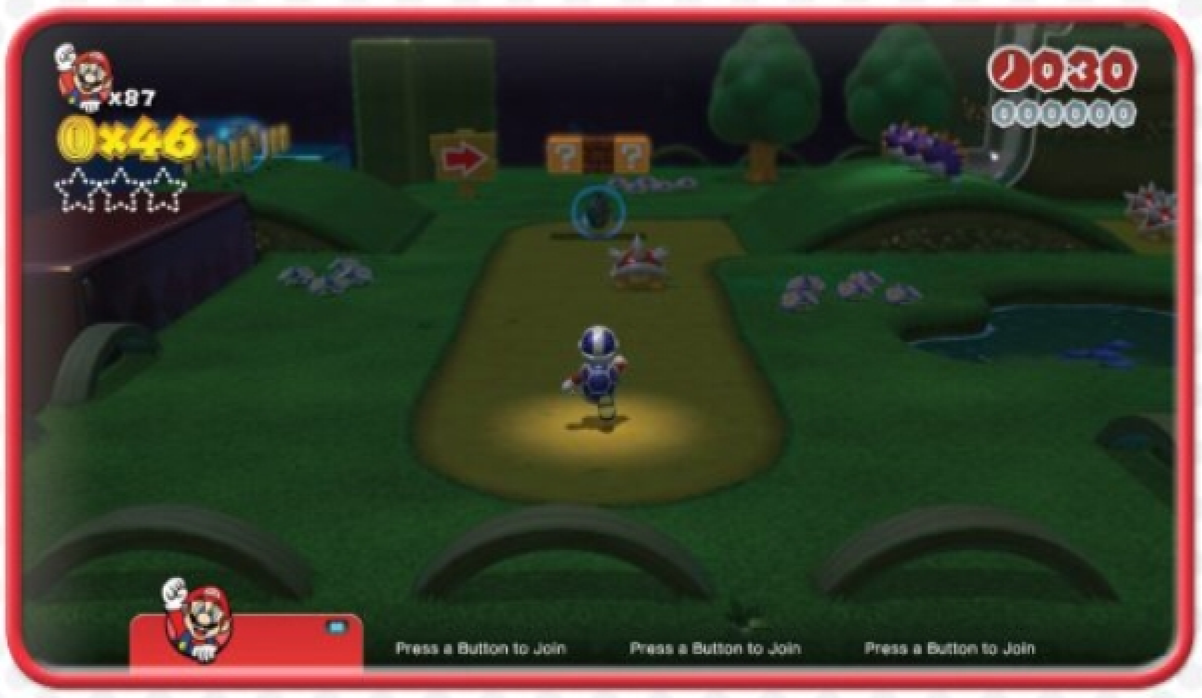
NOTE

The levels in World Mushroom do not have Stamps to collect.

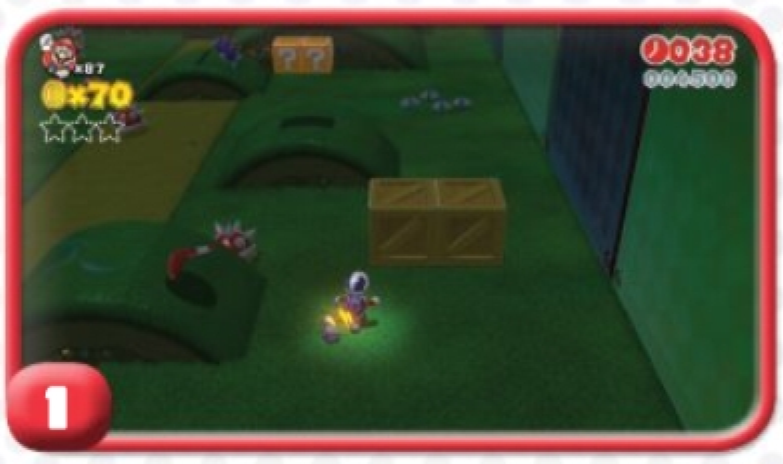
WORLD MUSHROOM-1: Night Falls on Really Rolling Hills




A
4
5
6
7
B
GOAL
B
LEGEND
+ Clock
Fire Flower
Green Star Ring
1-Up Mushroom
Green Star
Super Star



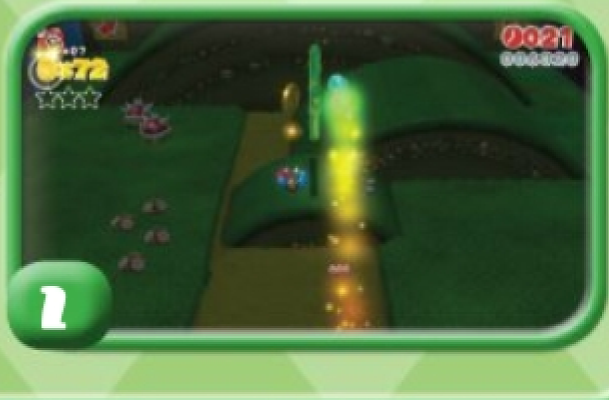
You have 30 ticks of the clock at the start of this level, and the only way you can make it through while collecting everything is to move as fast as your legs will take you from + Clock to + Clock. You really don't have time to mess around!



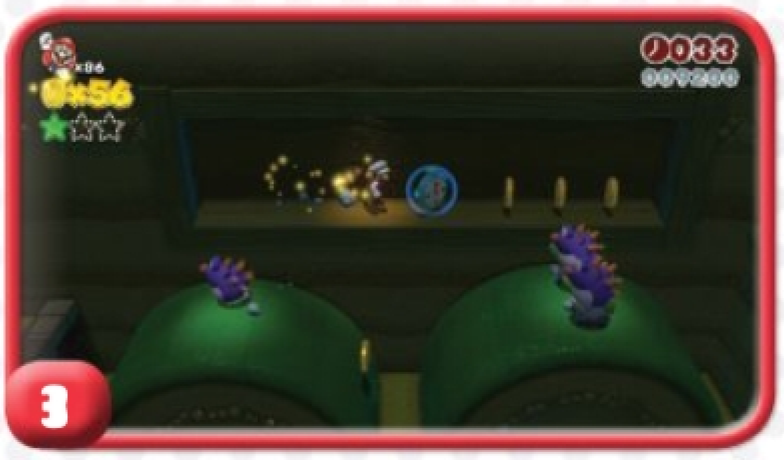
These wooden crates contain a Super Star, which can help you deal with the enemies that try to get in your way for a short time.

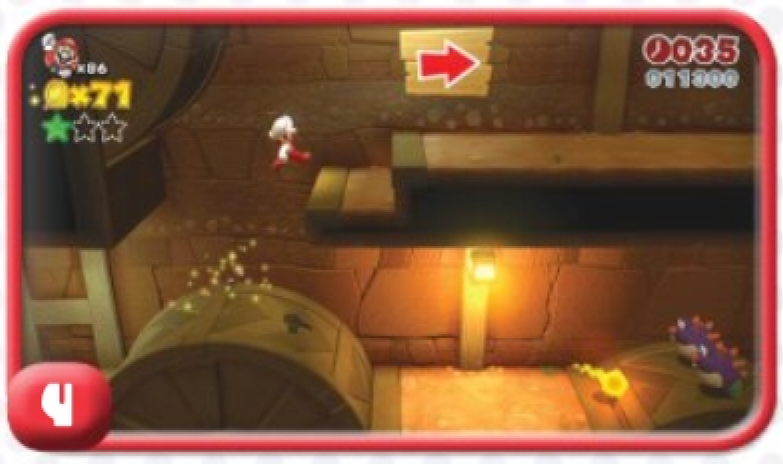
GREEN STAR #1

Just over a small rolling hill occupied by Spiny Skipsqueaks is a Green Star Ring. Two rows of Green Coins appear on nearby rolling hills.



Always look for shortcuts or easier routes. For example, rather than deal with these rolling hills, use the alcove here, collect a + Clock, and avoid the hassle from the enemies as well.

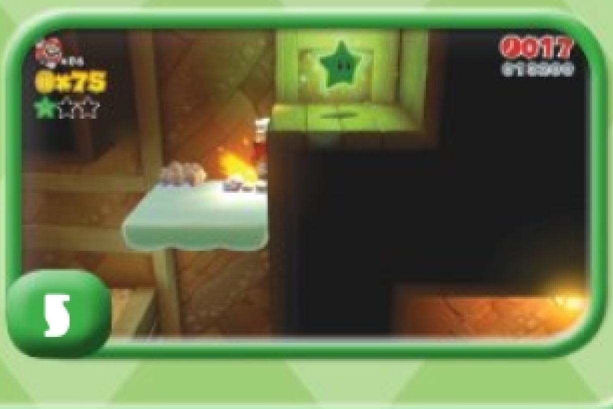




When you get inside the catacombs and reach the split, the top route is not only faster, but it also lines you up to collect a Green Star.

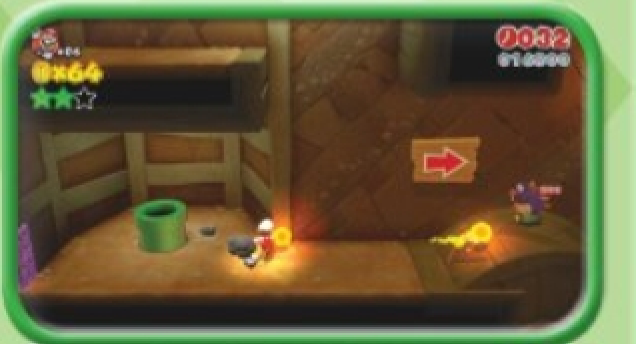
GREEN STAR #2

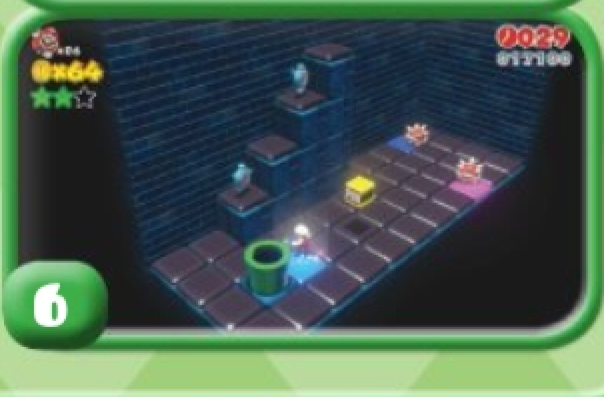
If you took the upper route, you can jump off an invisible cloud platform to reach the second Green Star.

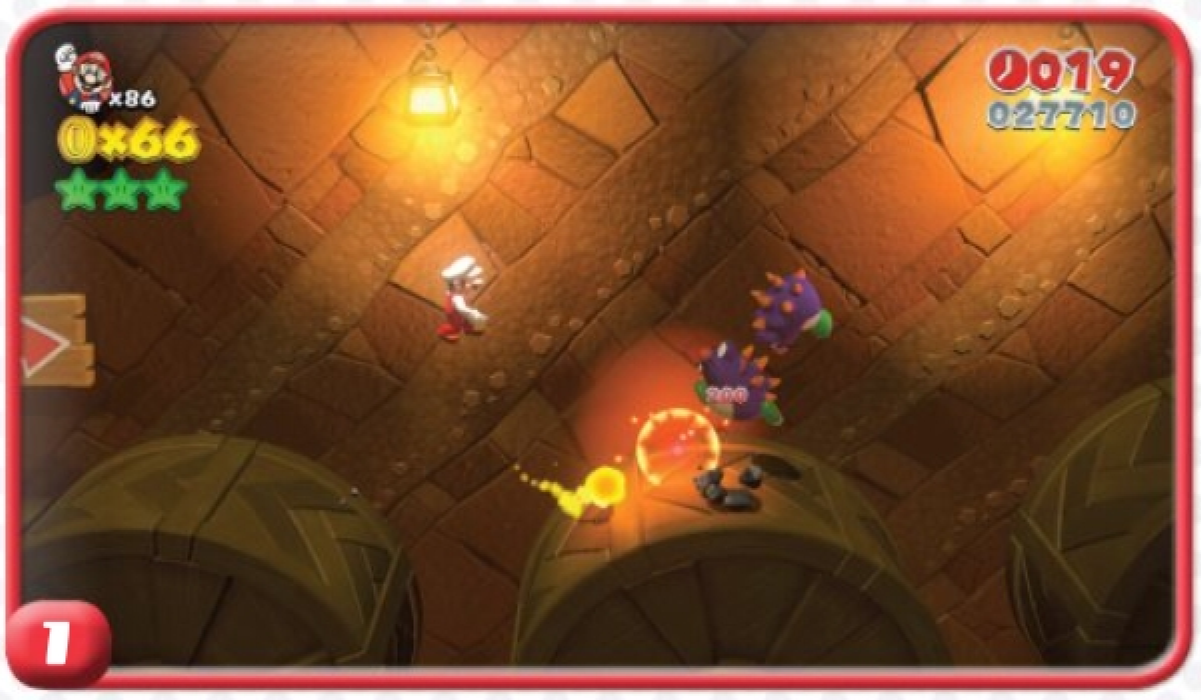


GREEN STAR #3

At the end of the lower route is a pipe that takes you to a bonus room with two Spinies guarding it. Light up all the color panels in the room as quick as you can; the Green Star appears at the top of the stairway on the left side of the room.



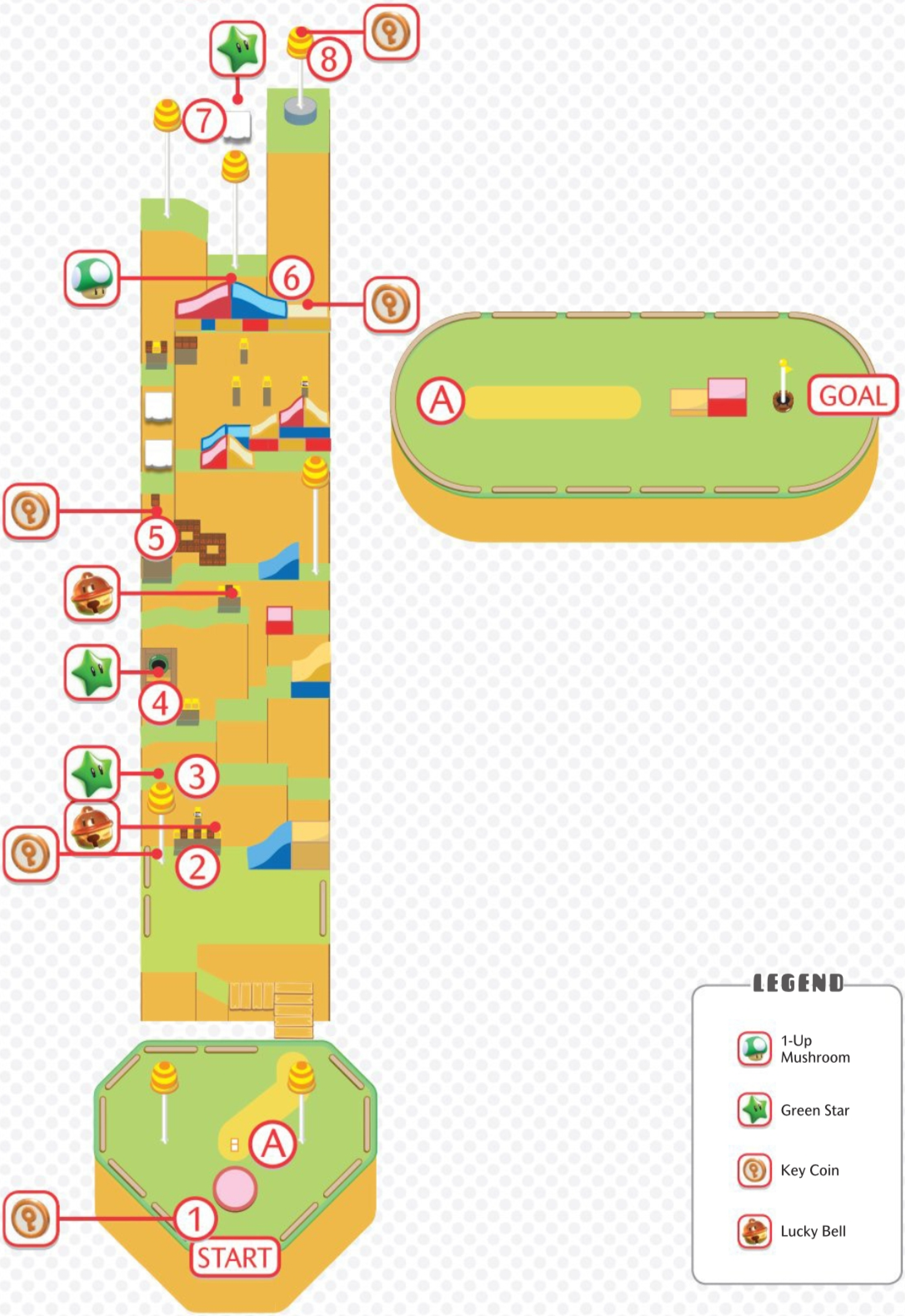




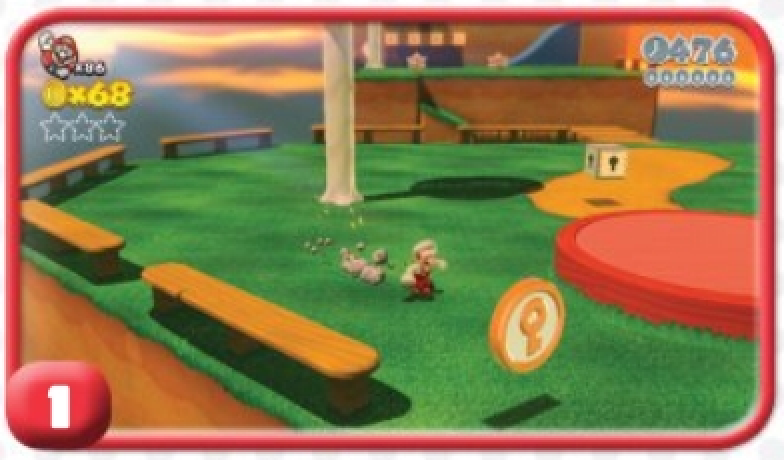
Falling off the rollers isn't the end of the world here. In fact, if you lack a ranged attack it might be safer for you to do so to avoid having to deal with the Spiny Skipsqueaks.

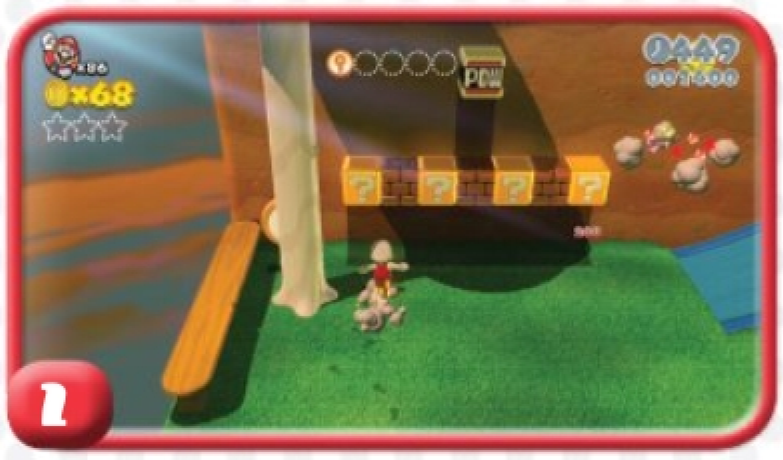
WORLD MUSHROOM-2:

Spiky Mount Beanpole


8
7
6
5
4
3
2
A
GOAL
A
1
START
LEGEND
1-Up Mushroom
Green Star
Key Coin
Lucky Bell

If you want to complete this level, you must find five Key Coins before you can reach the Goal Pole. The first can be found just behind the level start.



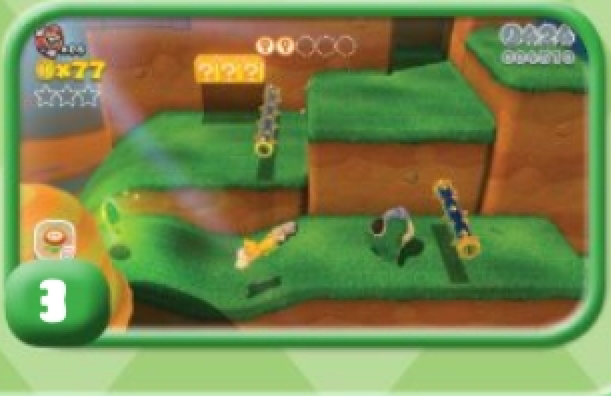


The ? Blocks here hide a special Power-Up: the Lucky Bell! It's an enhanced version of the Super Bell. You're as maneuverable as usual, but now you get the ability to turn into a golden statue when executing the ground pound, and generate Coins while using this technique.

Additionally, the tree next to this Power-Up has the second Key Coin hidden behind it.

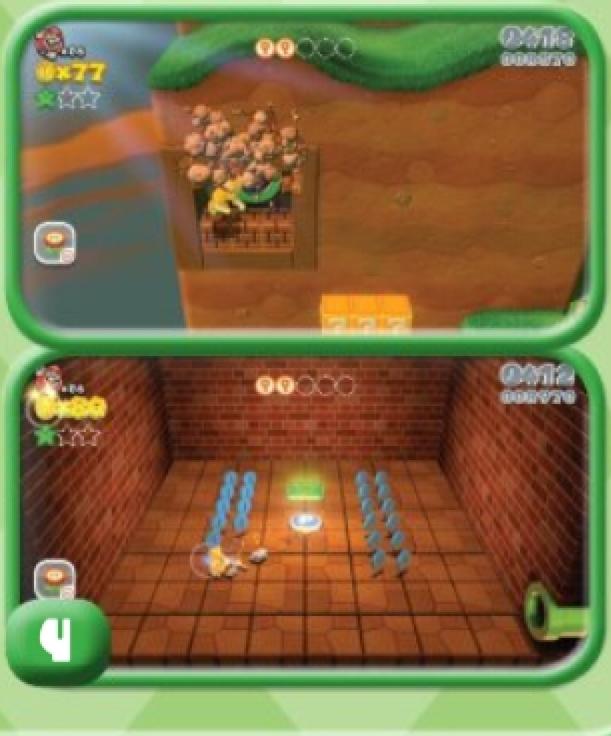
GREEN STAR #1

The first Green Star is behind a Spike, on the ledge just above the first Lucky Bell's location.

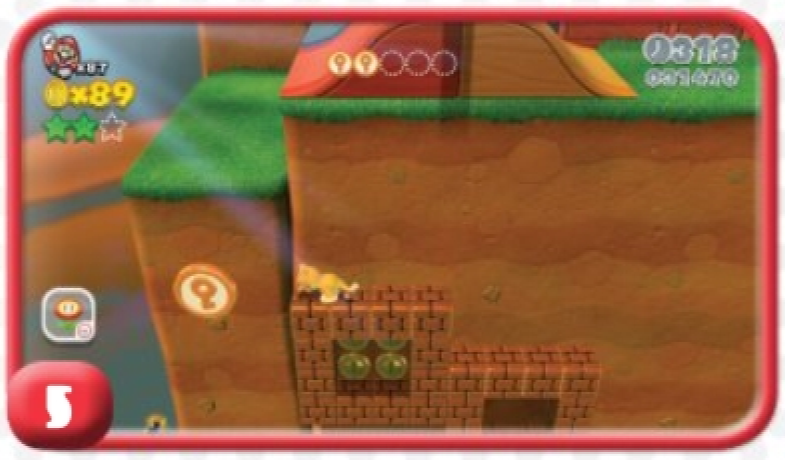


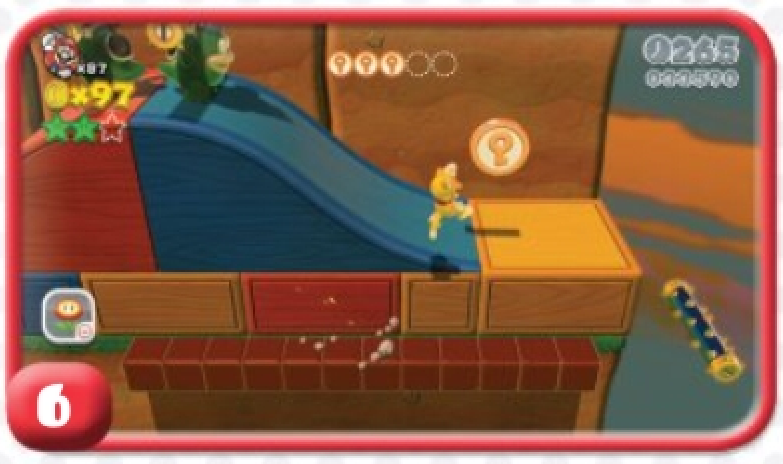
GREEN STAR #2

On the wall just to the north of the first Green Star is a section of blocks that the Lucky Cat Power-Up can break through to reveal a pipe. On the other side of the pipe is a room where you must collect three sets of Blue Coins after hitting a P Switch. This earns you the second Green Star.



Key Coin #3 is found next to a small formation of blocks on the left side of the mountain.

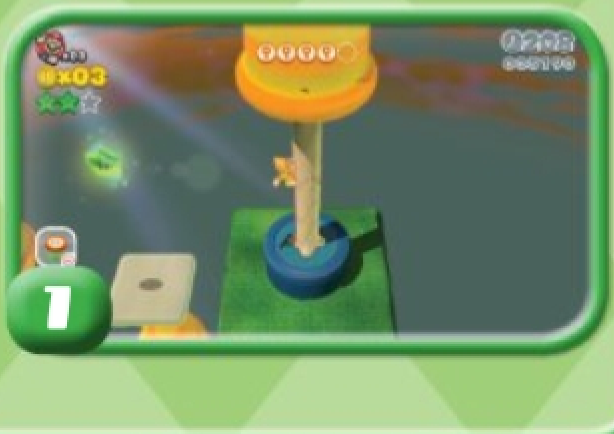


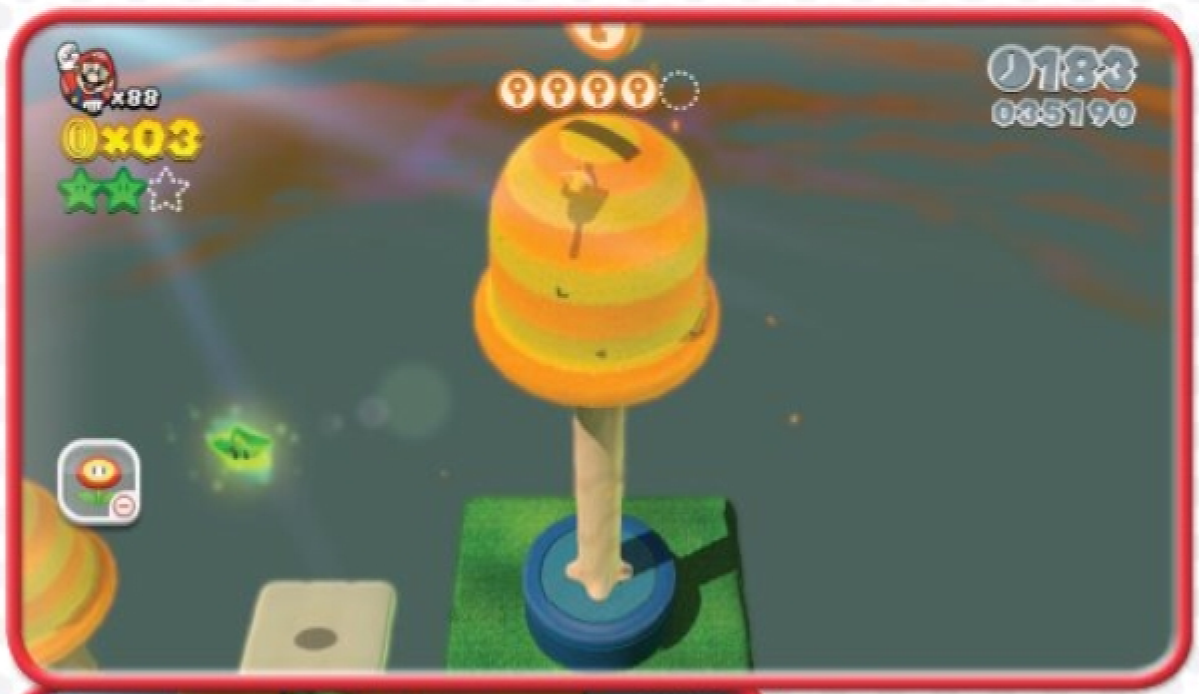


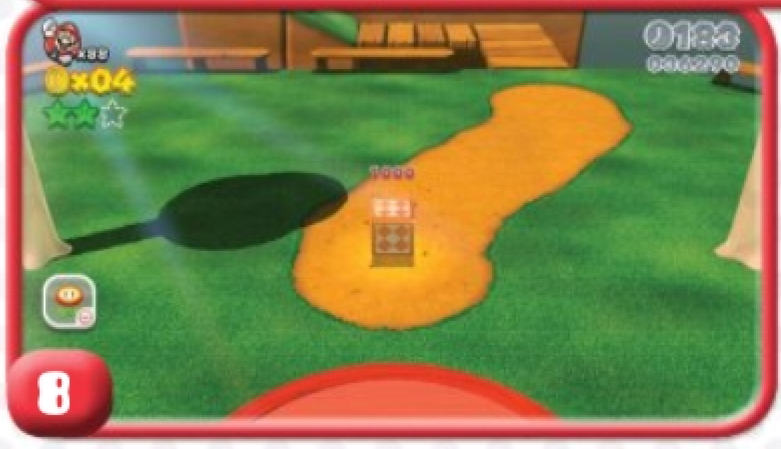
The fourth Key Coin is on the right side of the mountain, at the bottom of a hill down which a pair of Spikes are spiked rollers.

GREEN STAR #3

At the top of the mountain, there are three trees to climb. Above the center tree is a cloud platform, and hovering high above that is the third Green Star. You'll have to use the tree to the right of it to reach the star. Be careful that you don't miss your jump and fall to your doom instead!

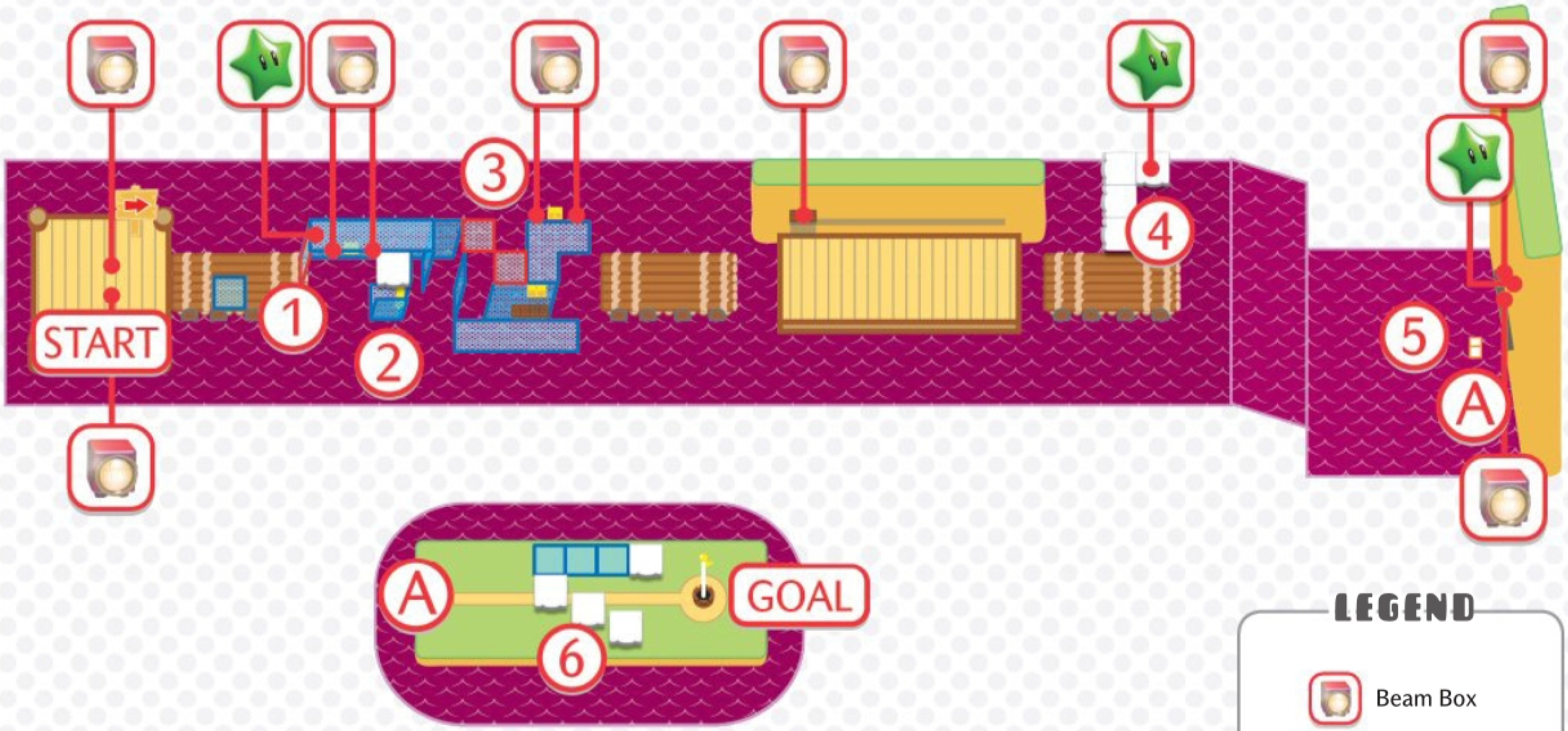






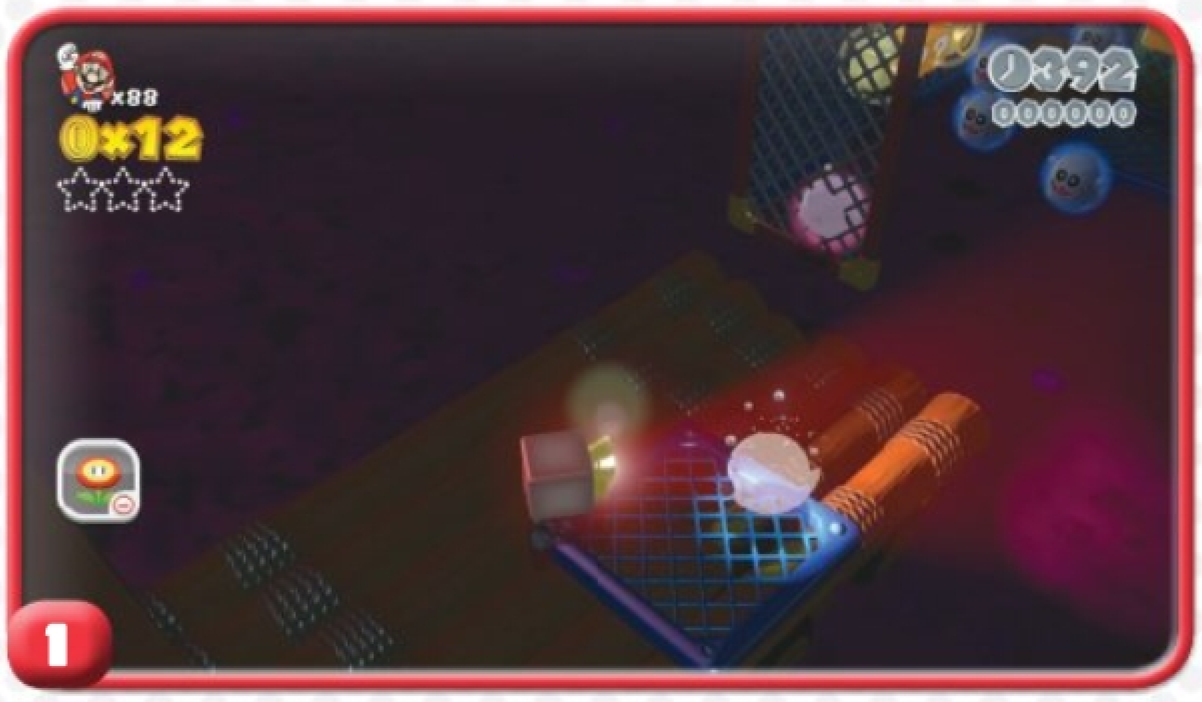
The last Key Coin is atop the tree on the right-side peak of the mountain. Once you snag it, the Warp Box near the level start unlocks. Get to it quickly so that you can reach the Goal Pole!

WORLD MUSHROOM-3: Deep-Black Jungle Drift


START
1
2
3
4
5
A
A
6
GOAL

LEGEND

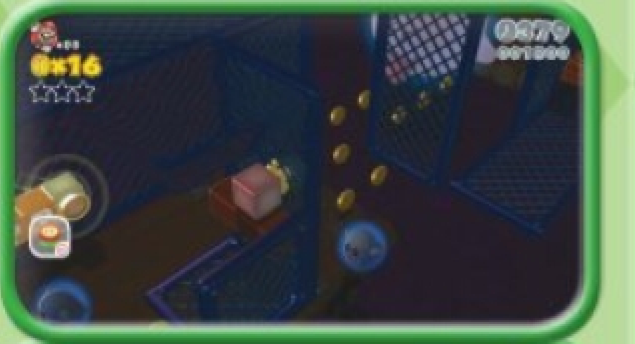
- Beam Box
- Green Star

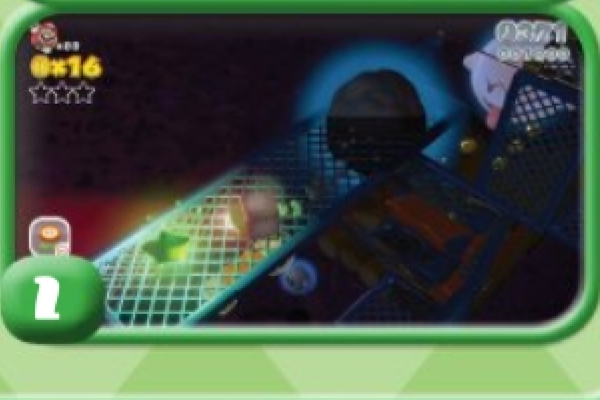

1

On top of having to survive this raft ride over poison in the dark, Boos, Big Boos, and Peepas infest these Poison Bog. You need the Beam Box at the level start to help deal with the ghosts.

GREEN STAR #1

The raft passes under a set of chain-link fences early on, and at the top of them is a Green Star. You can easily reach it by climbing the fences with a Cat Power-Up. If this isn't an option, you'll have to use a ? Block to reach an invisible platform that helps you get on top of the fences and reach the star.

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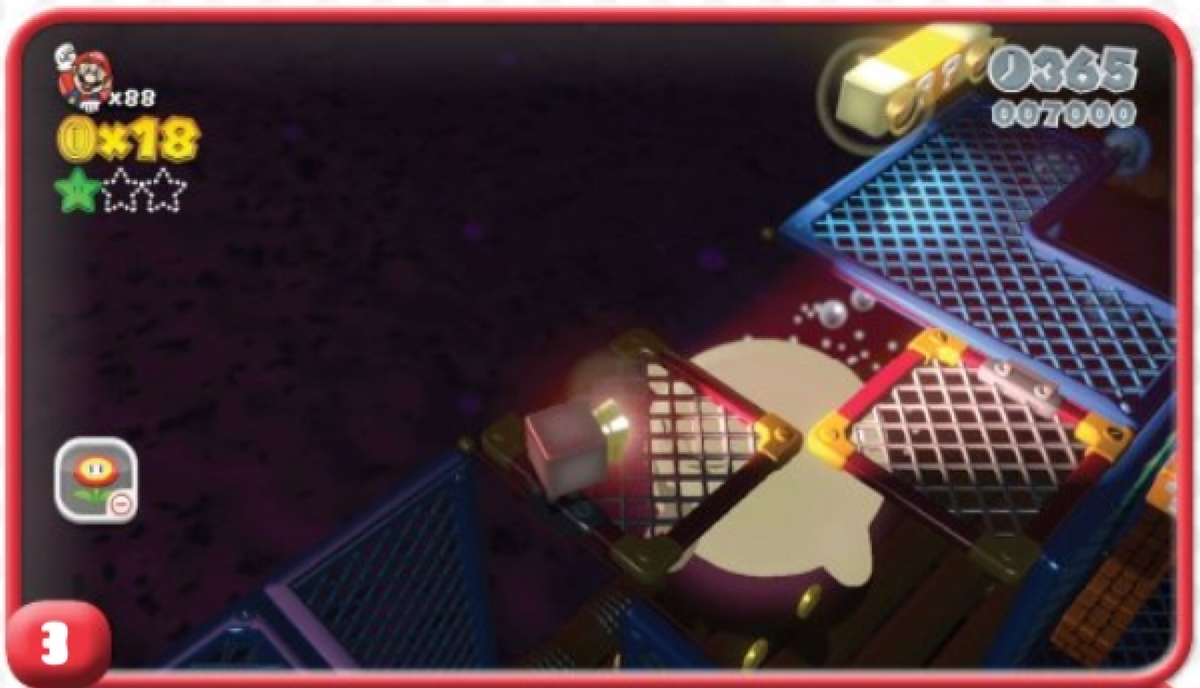
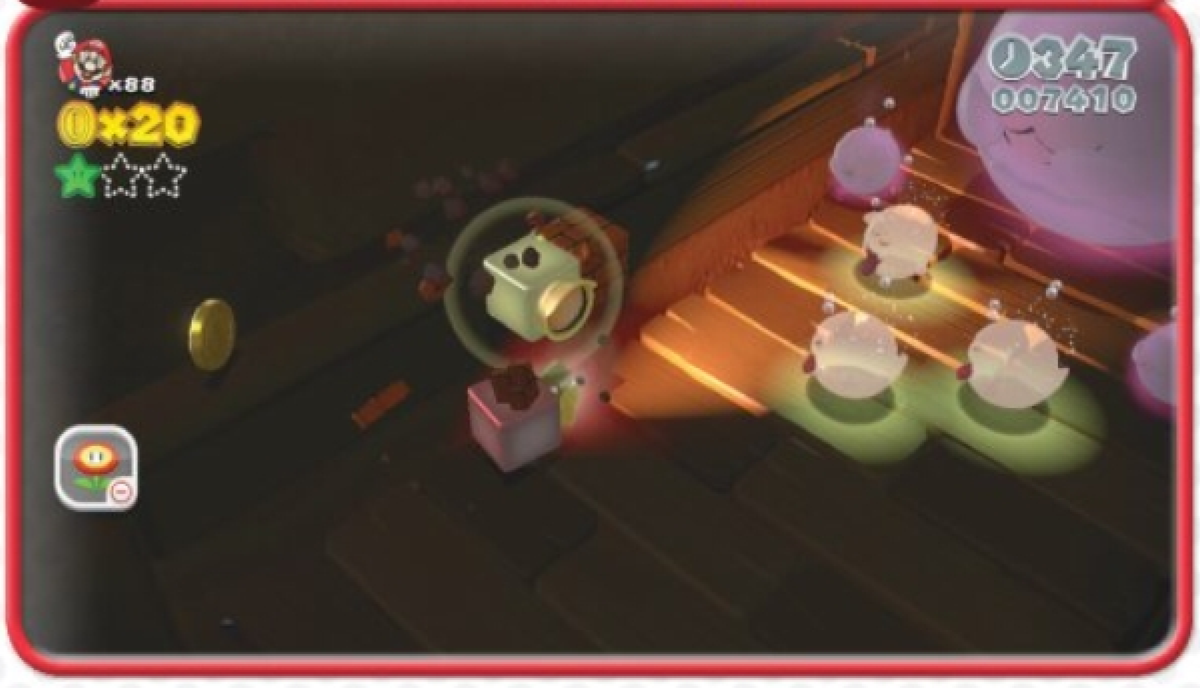
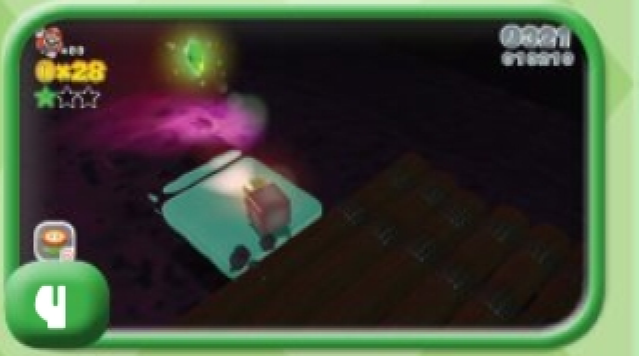

3



After collecting the Green Star, you can avoid the enemies close to the water by staying up high on the fences. You eventually reach a large wooden platform with a swarm of Boos waiting for you.

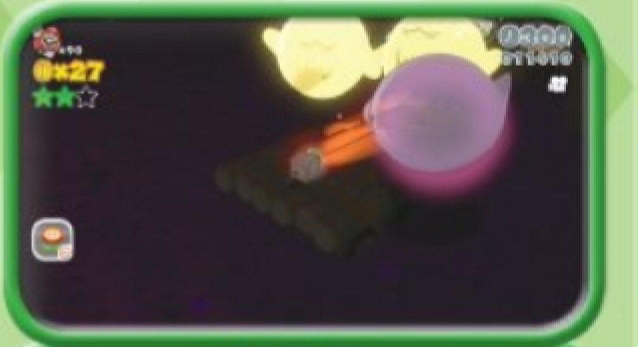
GREEN STAR #2

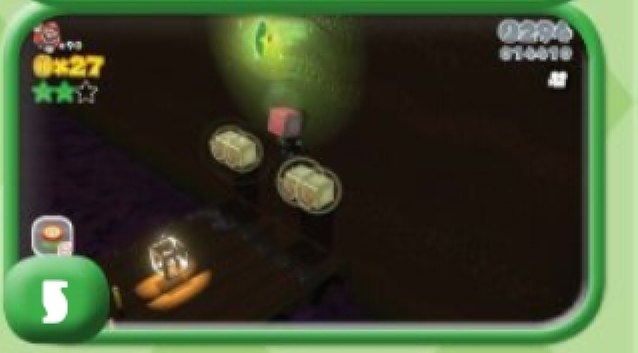
The second Green Star hangs seemingly out of reach over the poisoned water. However, the rafts pass by a bridge of invisible platforms that take you straight to the star.


4

GREEN STAR #3

The raft abruptly slides downwards, into the waiting maws of three Big Boos. Wipe 'em out with the Beam Box, then avoid the Warp Box for the moment and jump onto the Beam Boxes behind it. You can then wall jump off the wall and reach the Green Star.

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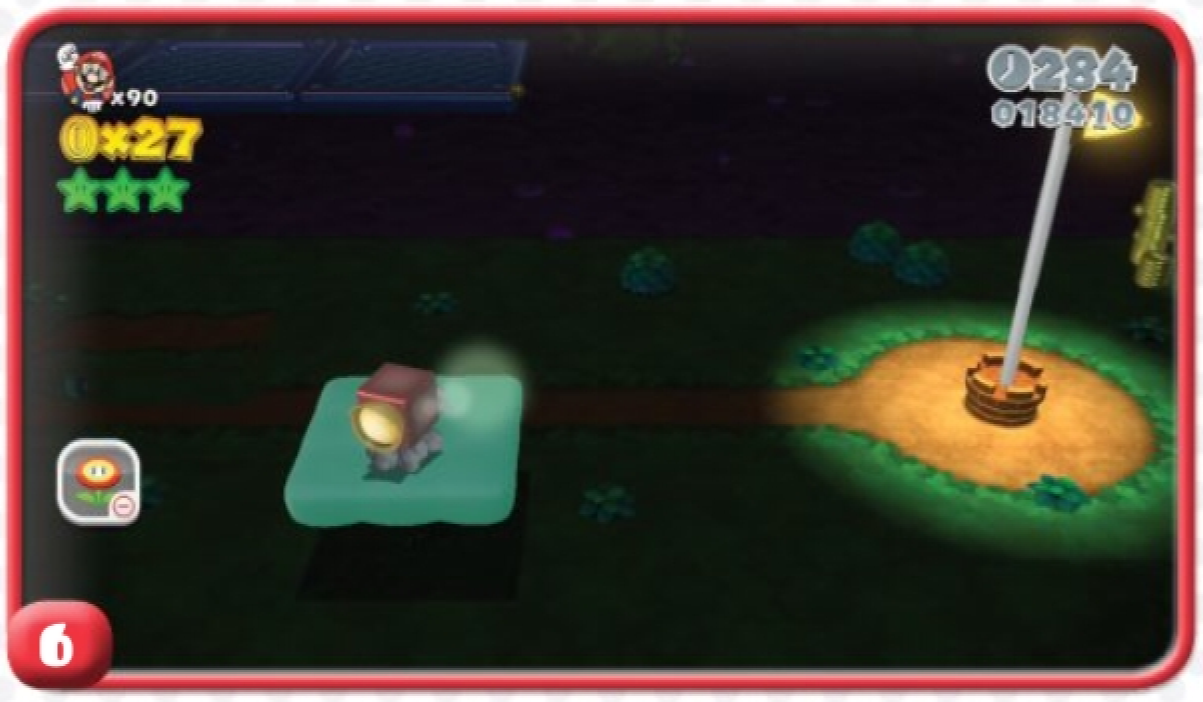
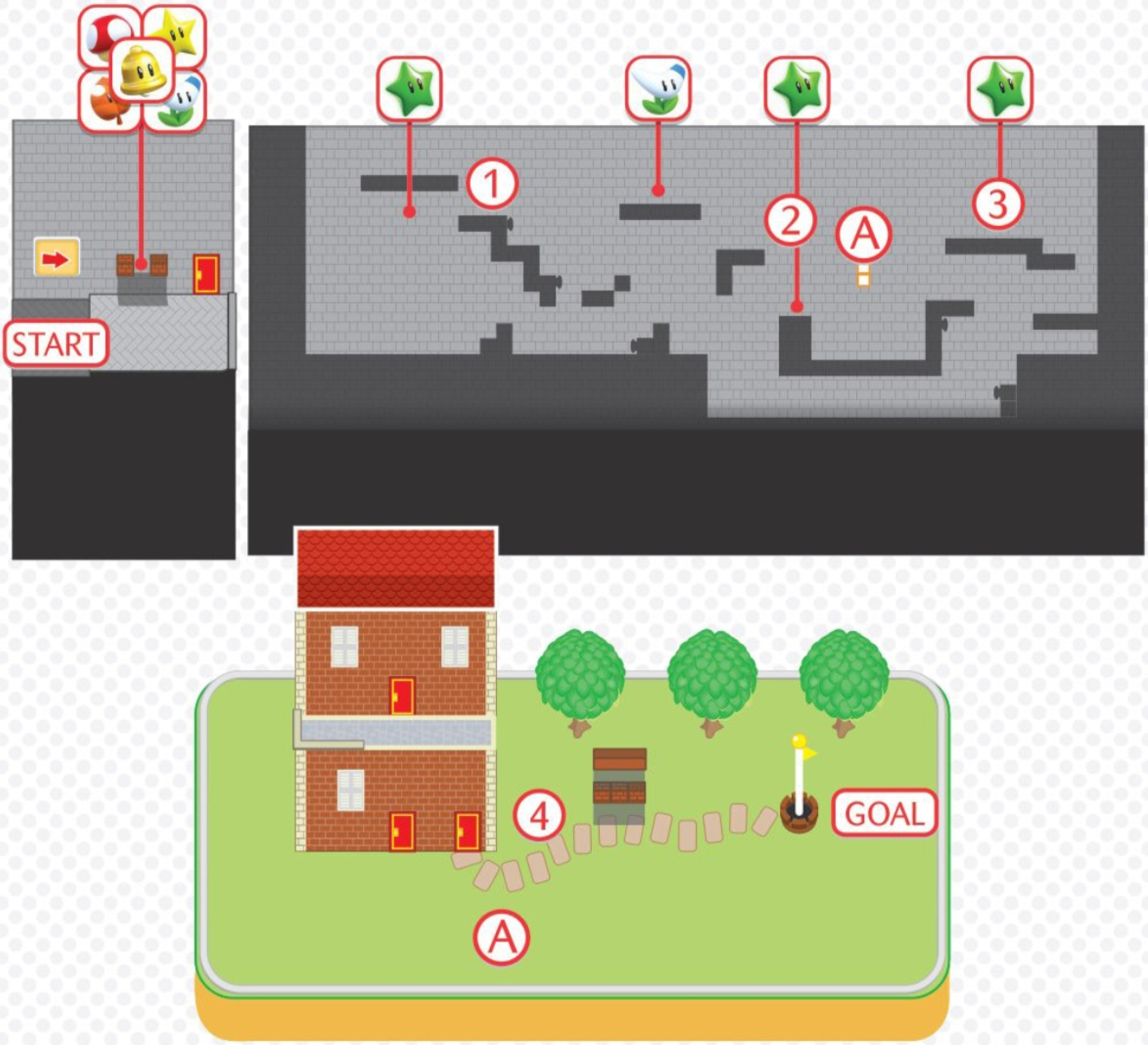

6

The Goal Pole zone has a set of invisible platforms you can use to get a better chance at topping the pole.

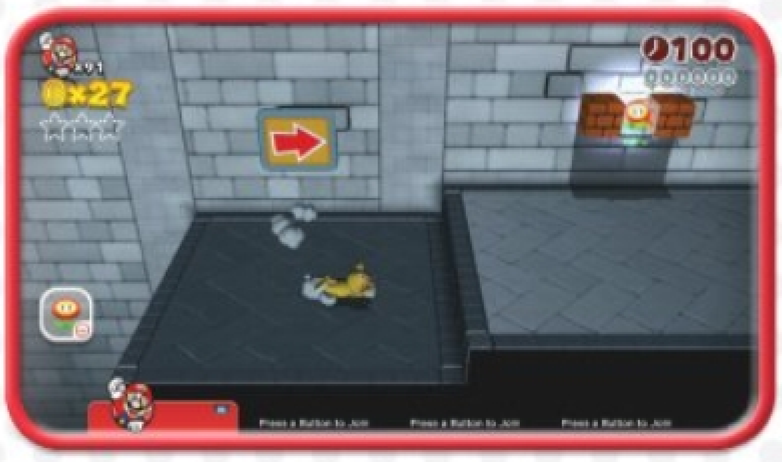
WORLD MUSHROOM-4: Trouble in Shadow-Play Alley


START
1
2
A
3
4
GOAL
A

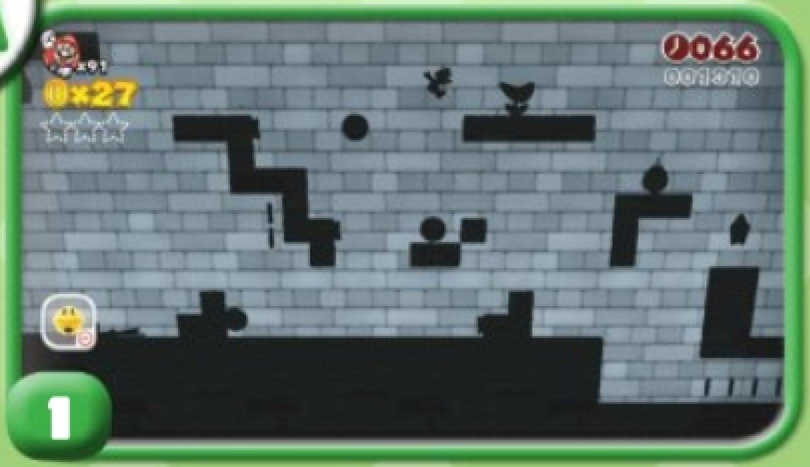
LEGEND

Boomerang Flower
Green Star
Super Bell
Super Leaf
Super Mushroom
Super Star

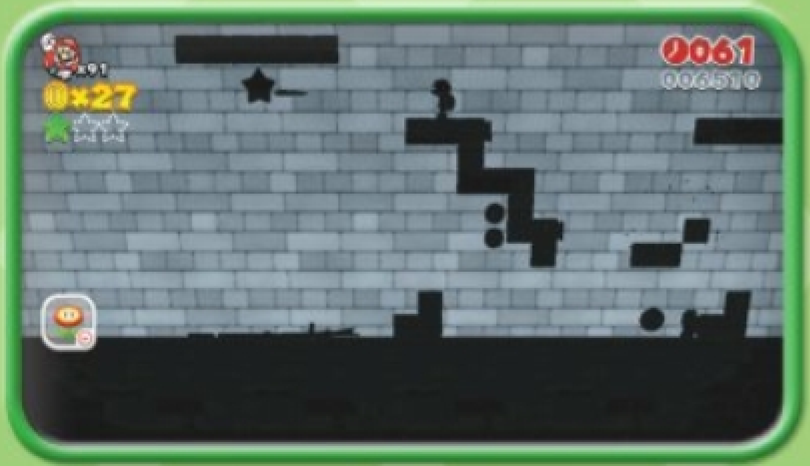
You've got 100 clock ticks to work with at the start of this level. Make them count because there are no + Clocks to find as there were in Night Falls on Really Rolling Hills!



GREEN STAR #1

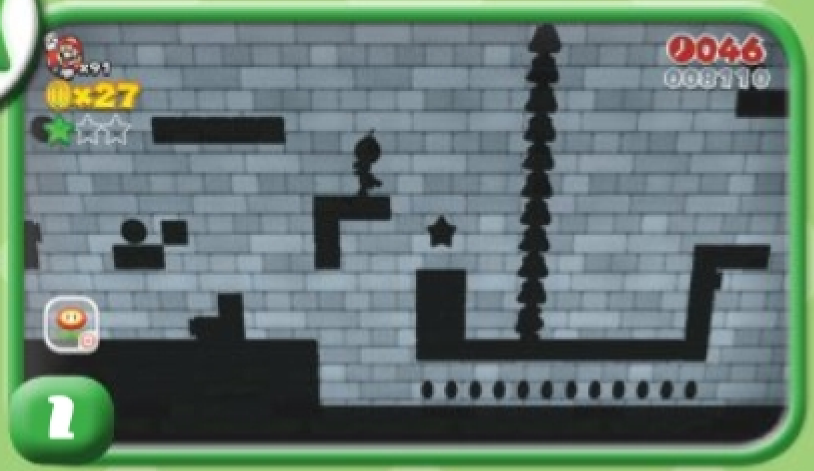


The first Green Star can be seen above the door you just entered, but there's no easy way to reach it. Brave the cannon fire and pick up the near by Boomerang Flower.



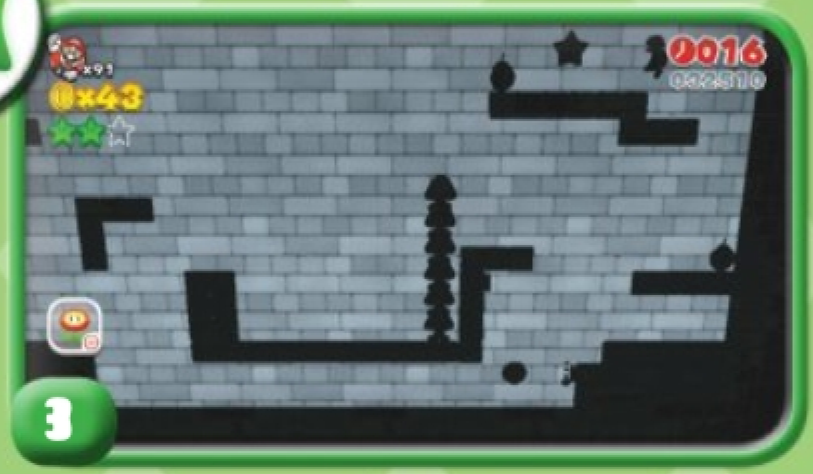
With that Power-Up, you are able to reach the star with ease.

GREEN STAR #2

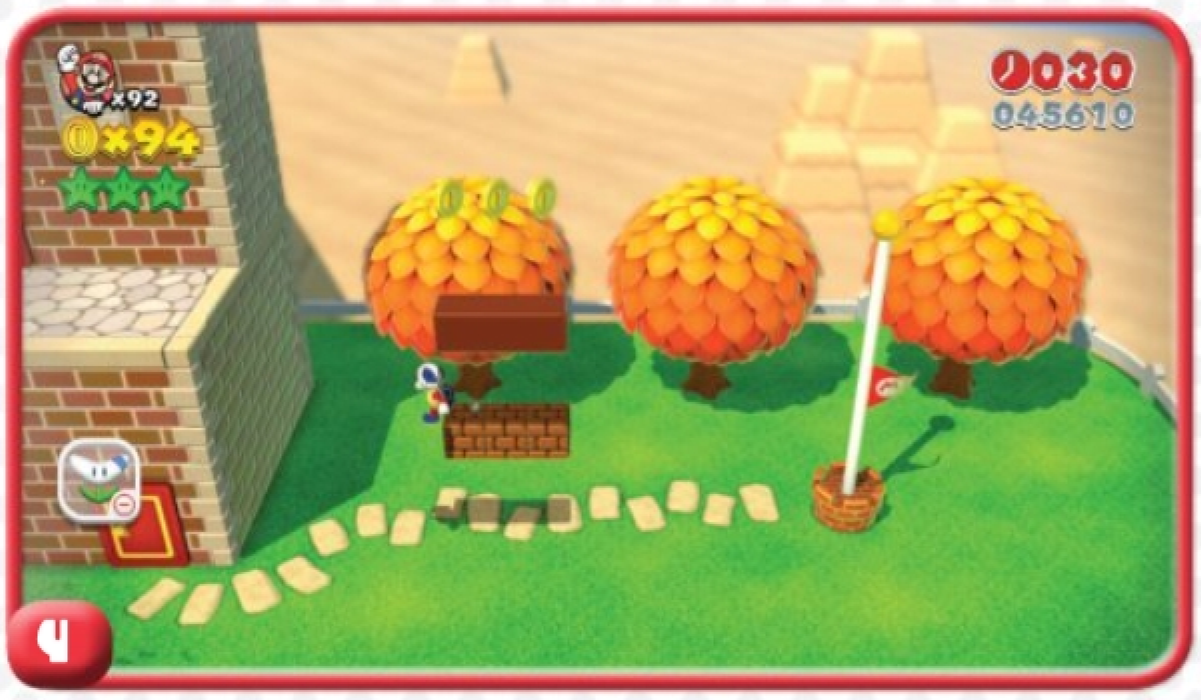


Not far from the first Green Star is the second, hovering over a small platform next to a massive Goomba Tower. As you grab the star, start whittling away at those Goombas with bombs and boomerangs: You can't leave this level until all the Goombas are gone!

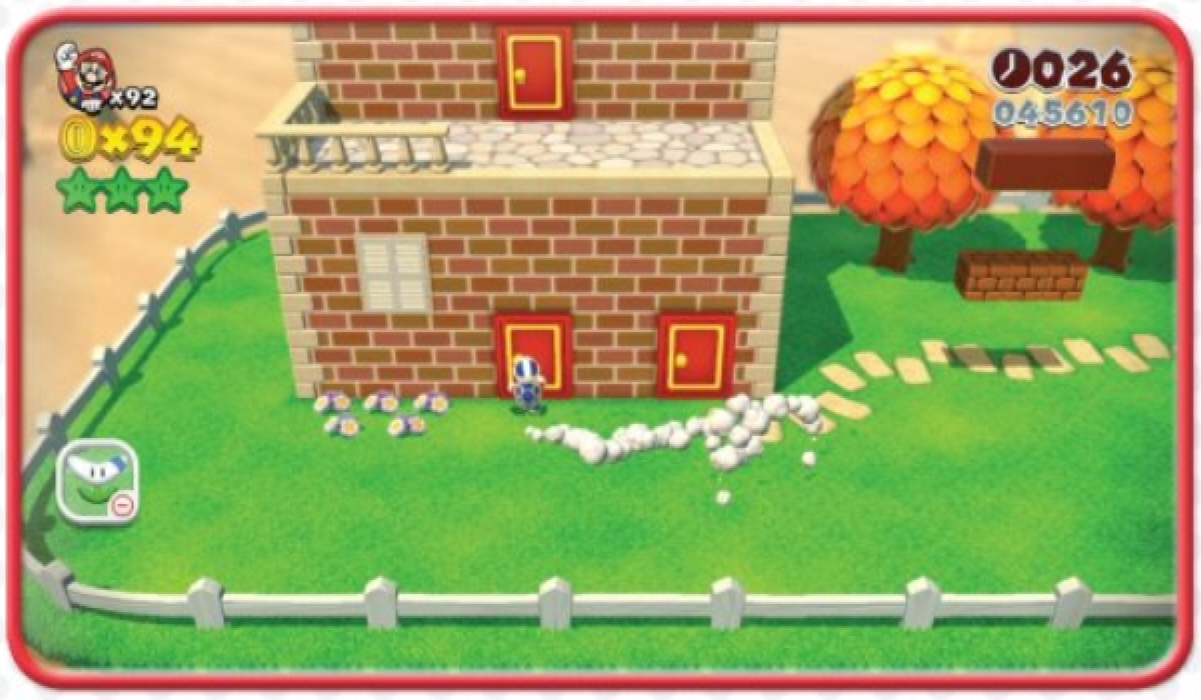
GREEN STAR #3



The last Green Star is on the other side of the Goomba Tower, and in the interest of time, you should take the passage under the Goomba Tower as soon as you collect the second star, then climb up to the third Green Star as quick as you can. Ideally, the Goomba Tower is now small enough that you can ground pound the rest. This causes a Warp Box to appear over the ledge the Goombas patrolled.

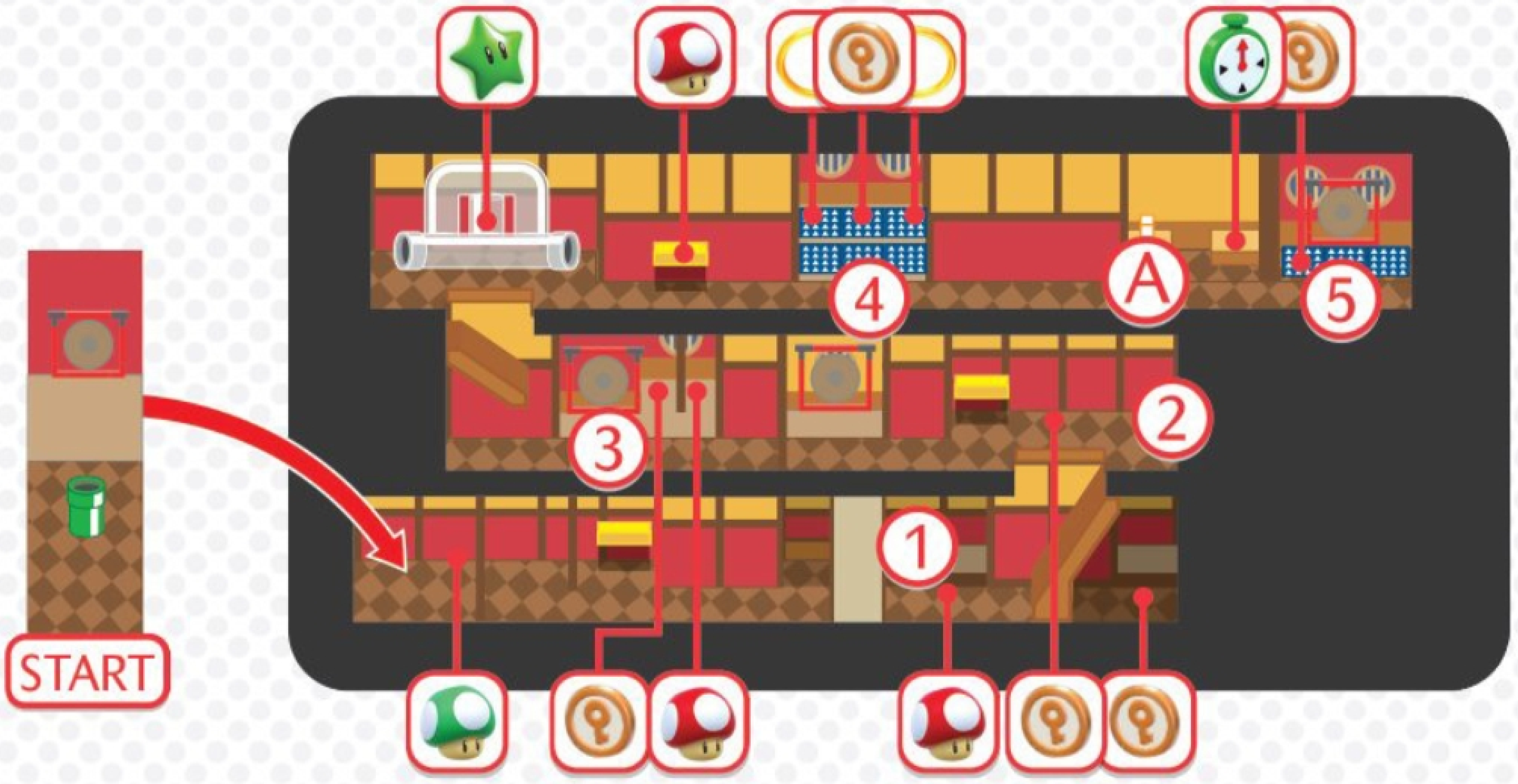


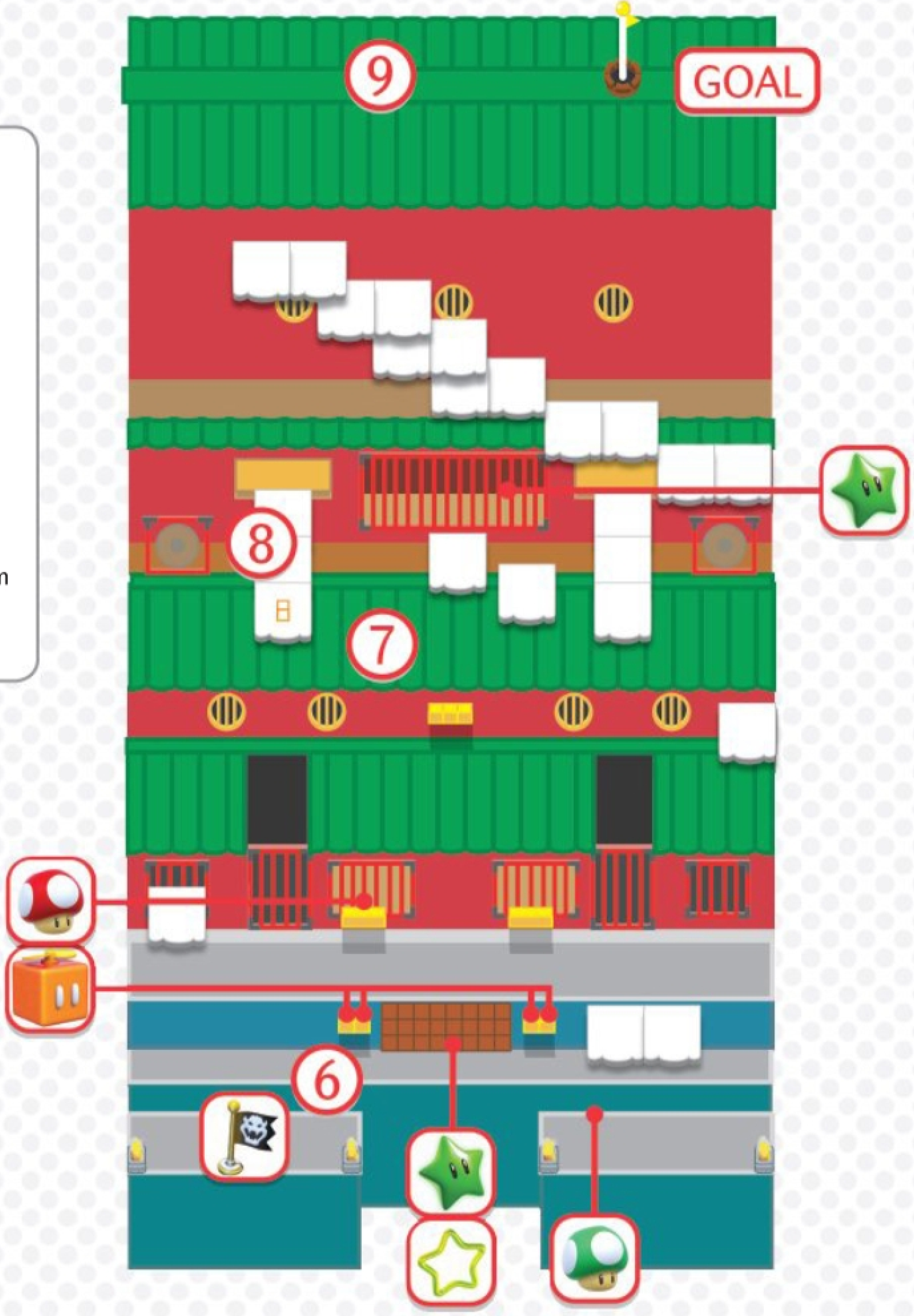
To have the best shot at topping the Goal Pole here, first stand on the blocks next to the pole and jump up to reveal an invisible ? Block.



Next, open the left door on the ground level of the small house. This takes you to the roof, where you can easily jump onto the newly revealed ? Block, and from there to the Goal Pole.

WORLD MUSHROOM-5:
Back to Hands-On Hall


4
A
5
3
2
1
START



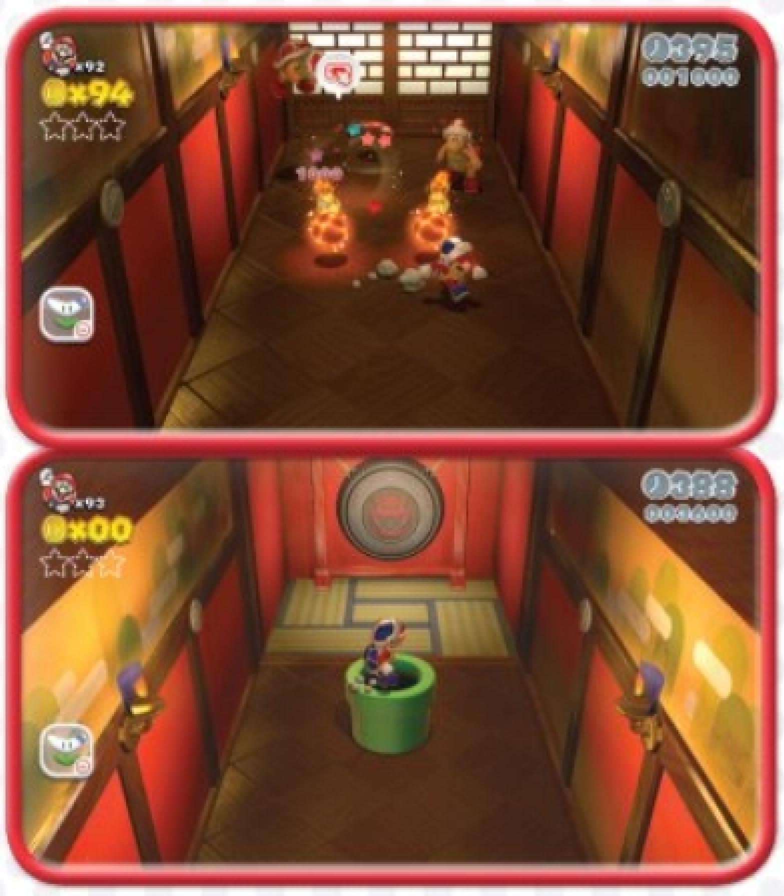
LEGEND

- 1-Up Mushroom
- Checkpoint Flag
- Gold Ring
- Green + Clock
- Green Star
- Green Star Ring
- Key Coin
- Propeller Box
- Super Mushroom

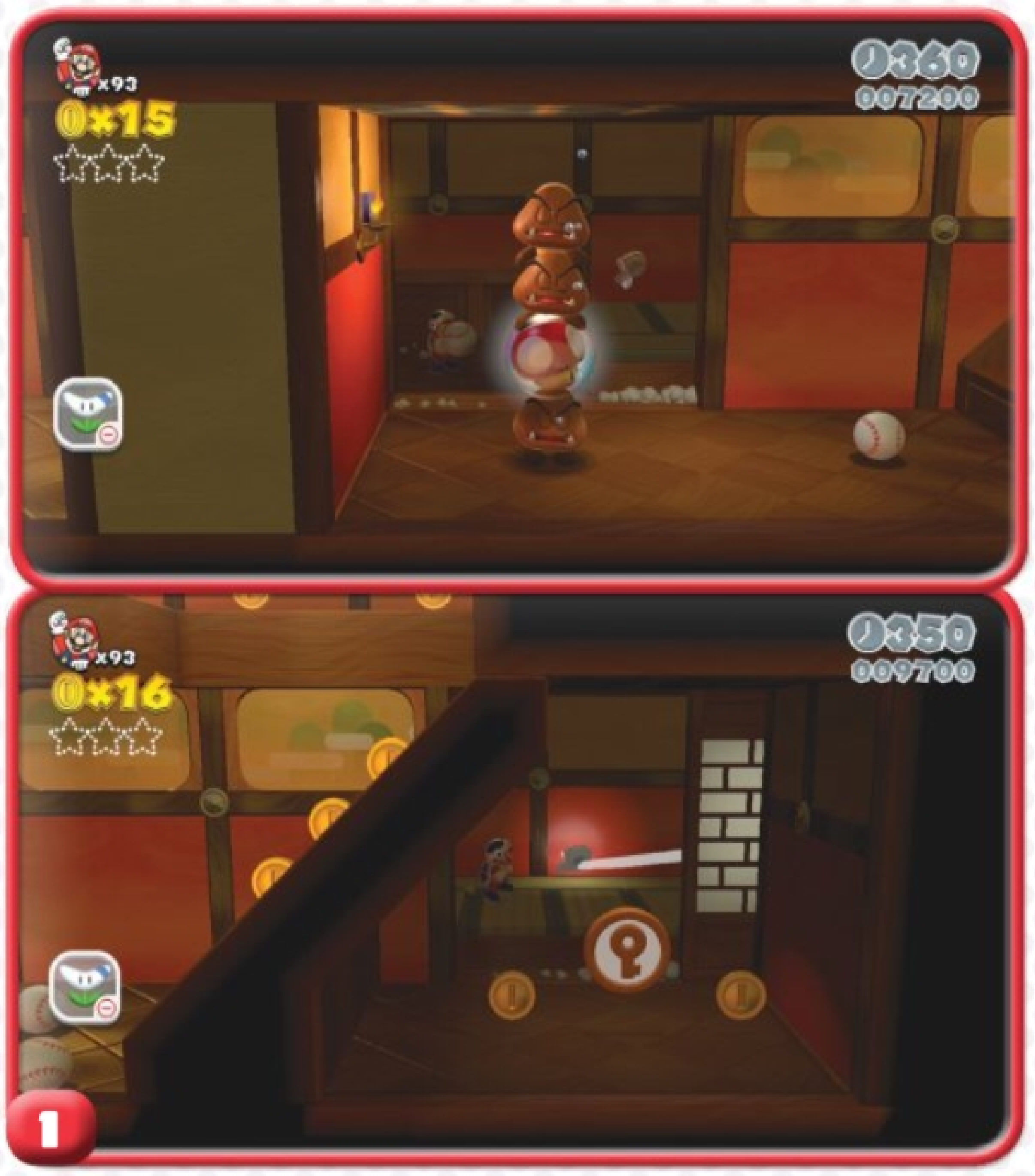
NOTE

GamePad Required!

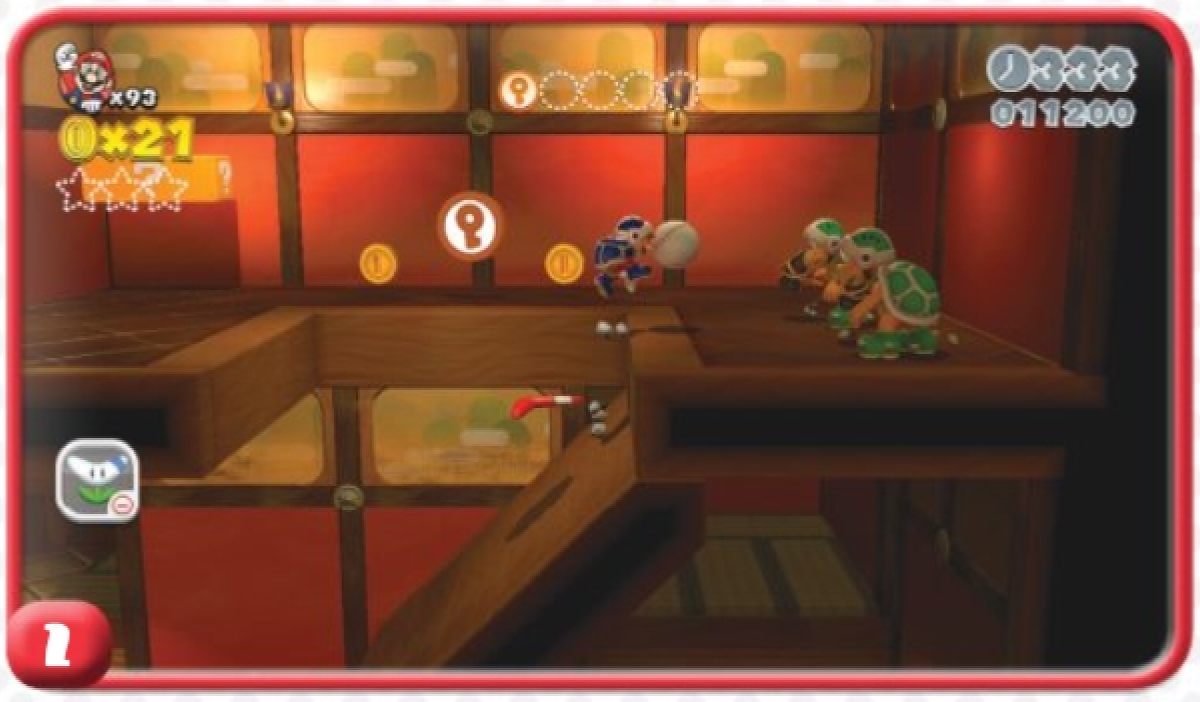
As it was during your first visit to this level, a GamePad is absolutely required to play through this level.



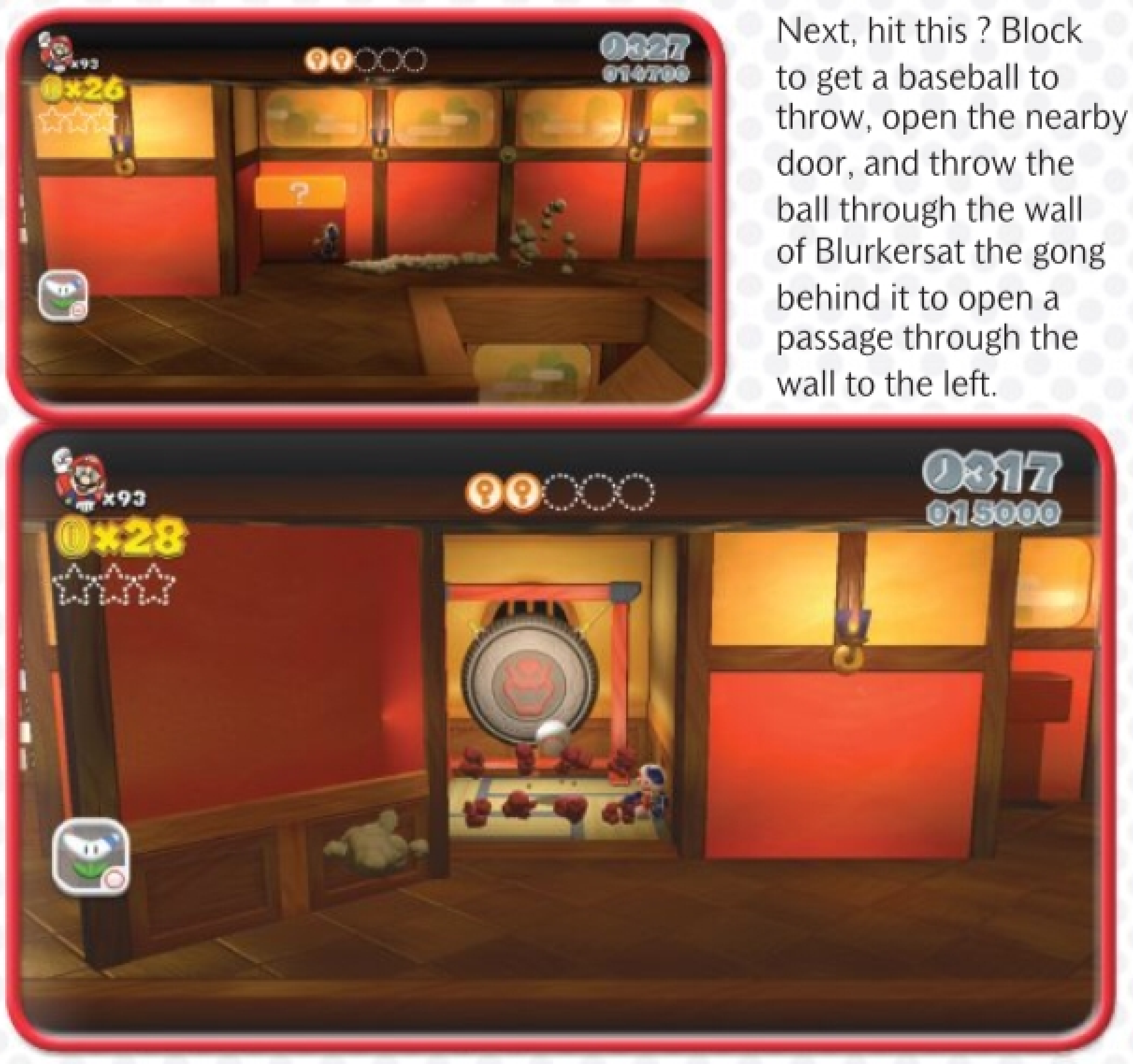
Two Fire Bros. greet you at the start of this level. Be ready to react and fight back! When they are out of the way, you have to use the touch screen to open up the sliding doors, tap the gong to summon a pipe, and travel deeper into Hands-On Hall.



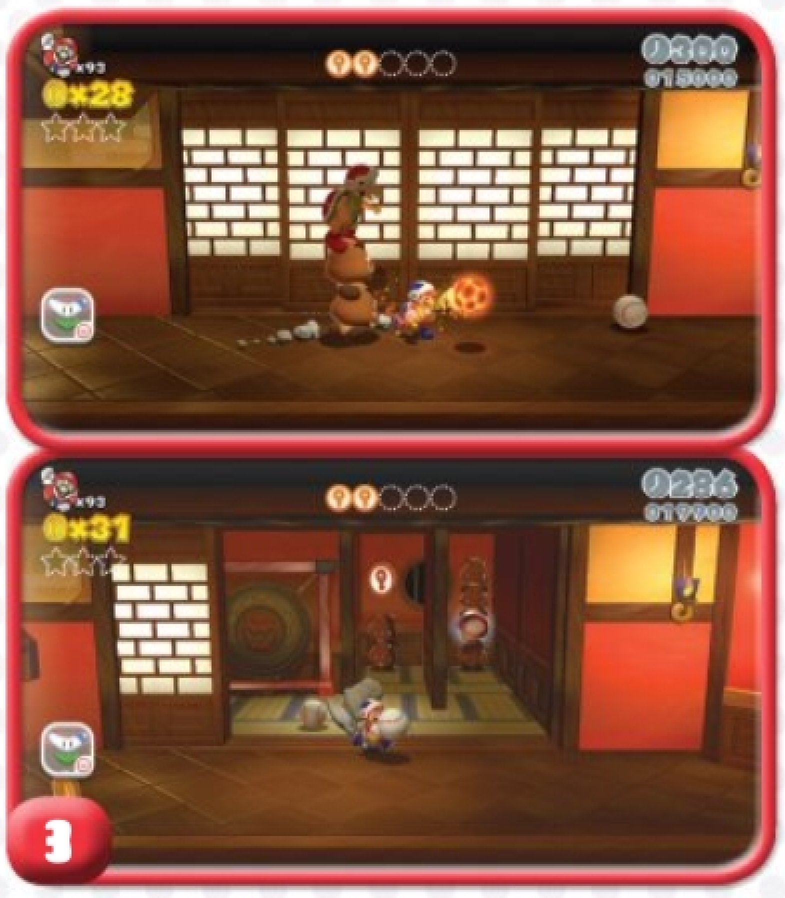
After fighting past a Boomerang Bro, you see on the other side of the wall a sleeping Goomba Tower. Ignore them for now and investigate the area under the stairs, opening doors as needed. The first of five Key Coins is under the stairs!



Upstairs, two Hammer Bros. leap after you in defense of the second Key Coin.



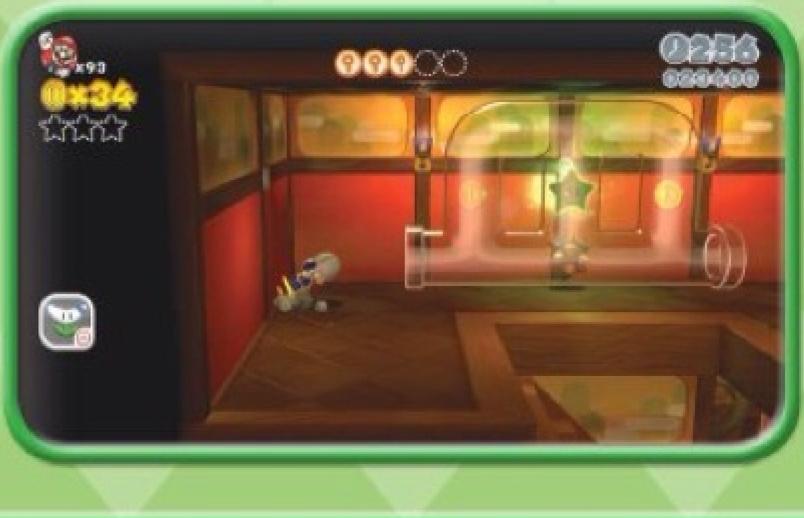
Next, hit this ? Block to get a baseball to throw, open the nearby door, and throw the ball through the wall of Blurkersat the gong behind it to open a passage through the wall to the left.

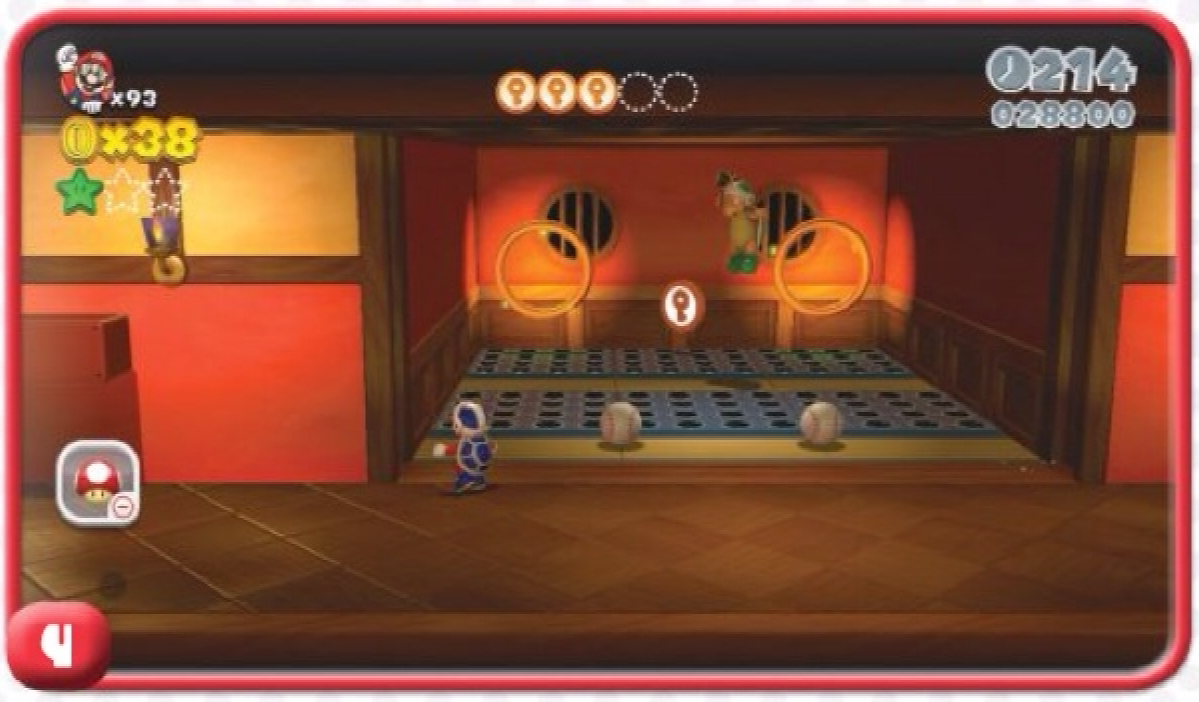


Defeat this Goomba Tower and Fire Bro, then open the doors on the wall. Bang the gong behind the doors to open a hidden room with Goombas and the third Key Coin inside.

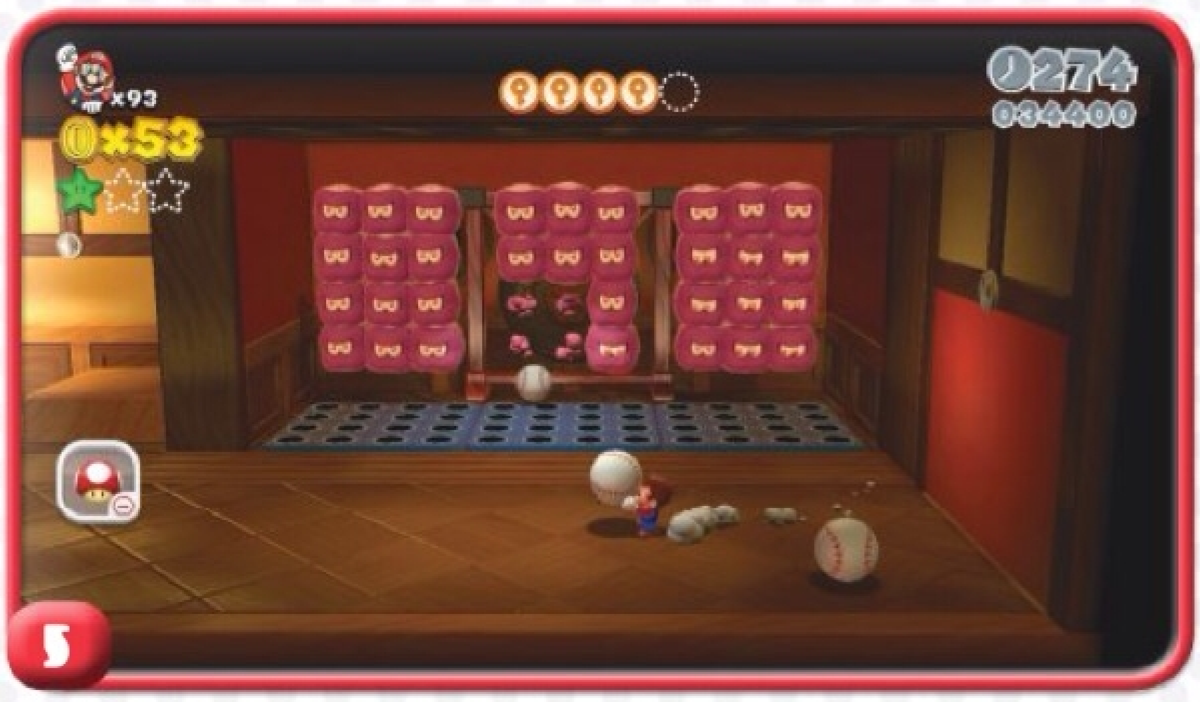
GREEN STAR #1

You can't miss seeing this Green Star inside the Clear Pipe. However, a spike ball makes getting to it troublesome. Throw a baseball into the Clear Pipe to take out the spike ball, then go for the star!





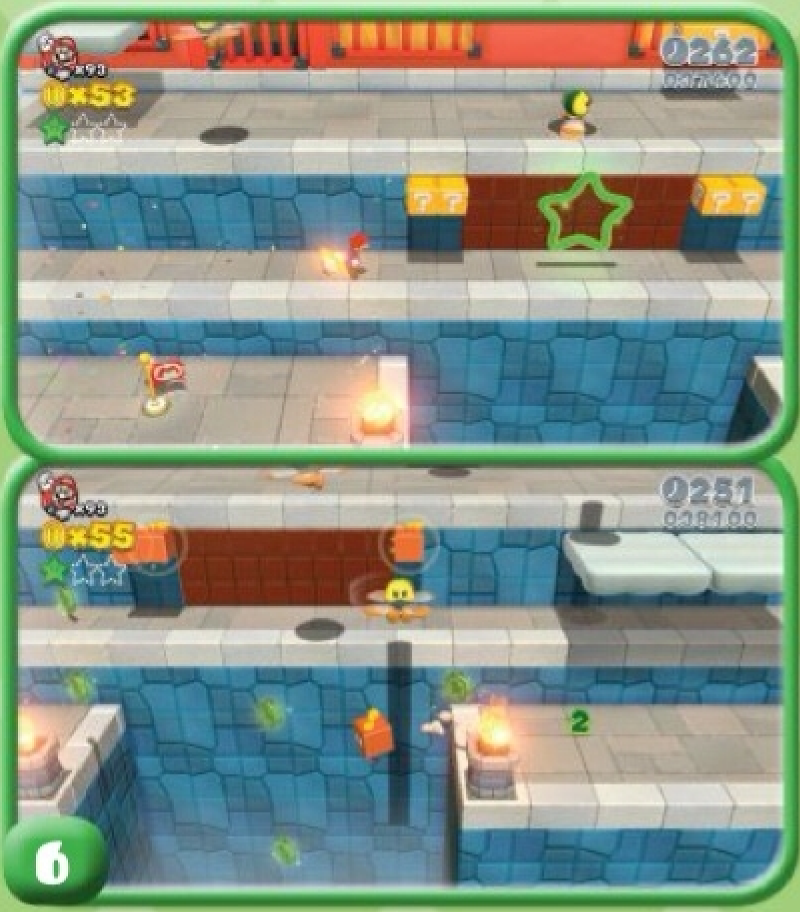
Behind the next set of sliding doors is a Hammer Bro and the fourth Key Coin.

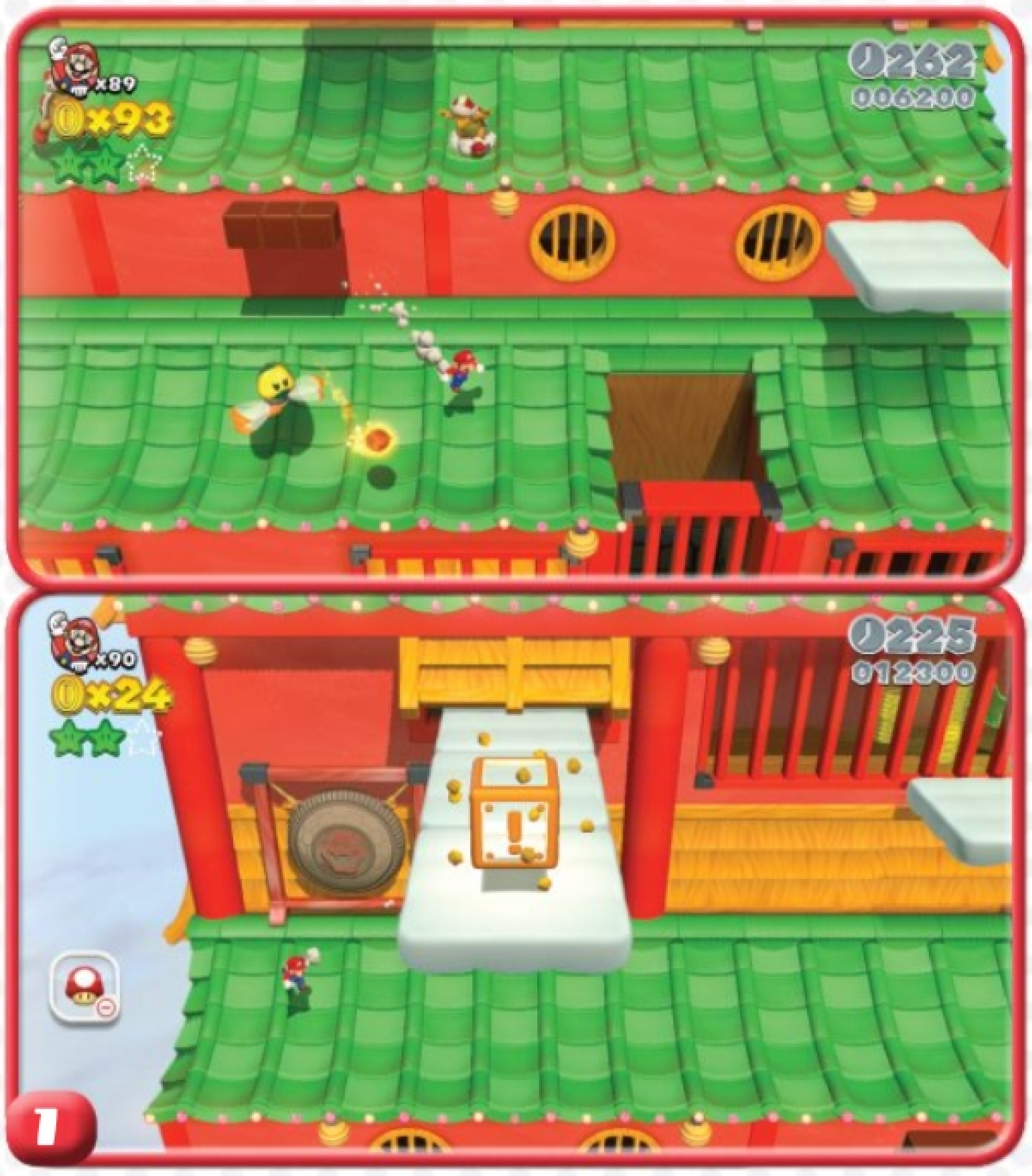


Take out the two Boomerang Bros. near the last set of sliding doors, then open those doors to see more of those Blurkers obscuring the back wall. Throw a baseball through the center group of Blurkers to strike a gong and trigger the last Key Coin's appearance!

GREEN STAR #2

Next to the Checkpoint Flag is a Green Star Ring. Two of the Green Coins that appear do so in the large pit, so must use a Propeller Box to reach them and escape. Watch out for the Flopters falling into the area. They can knock you into the abyss.

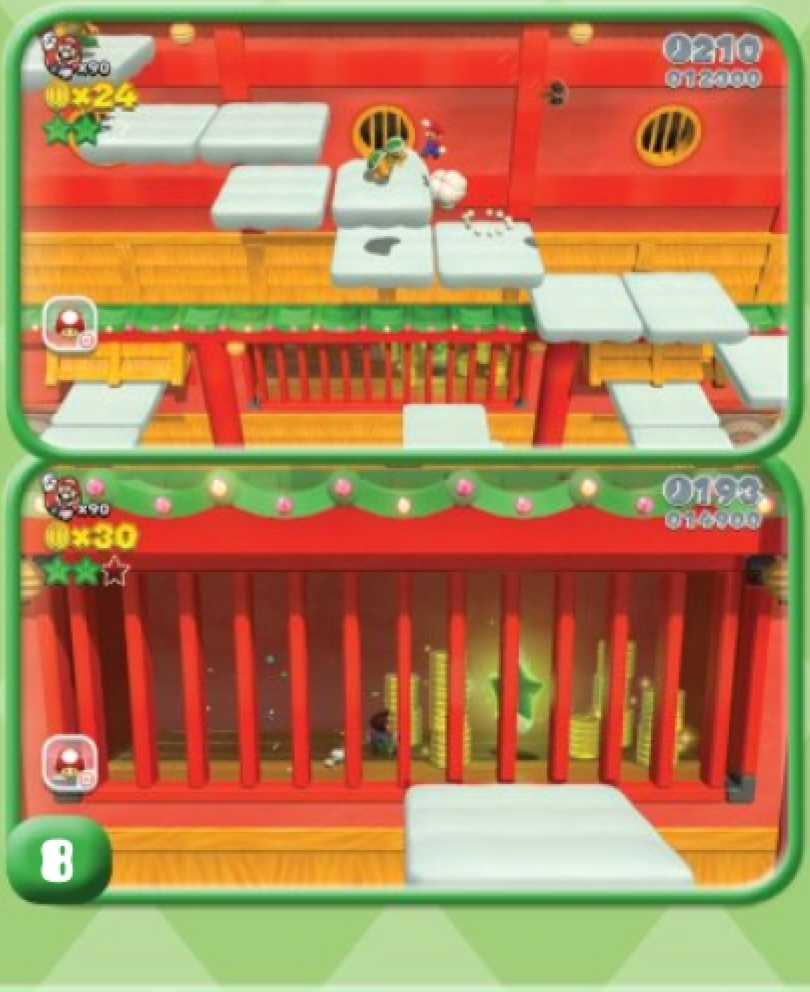


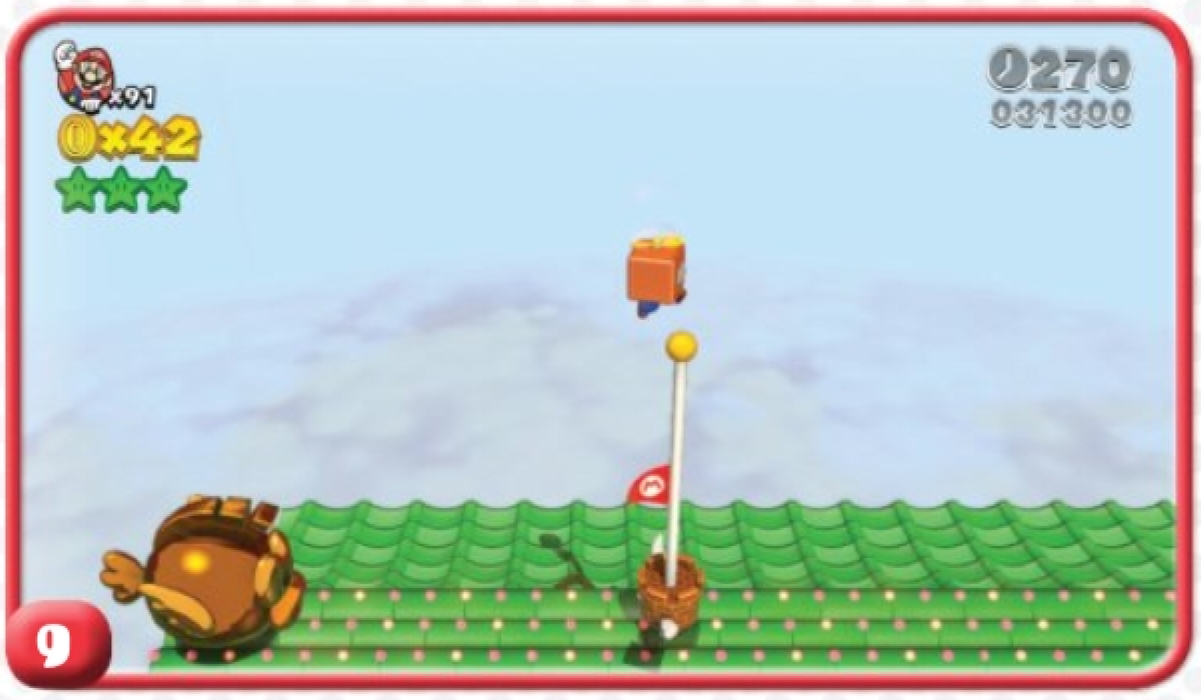

7

You need to reach the upper levels of the building and ring a gong on the left side, but two Fire Bros. and more Flopters try to get in your way. Ringing that gong causes a Warp Box to appear.

GREEN STAR #3

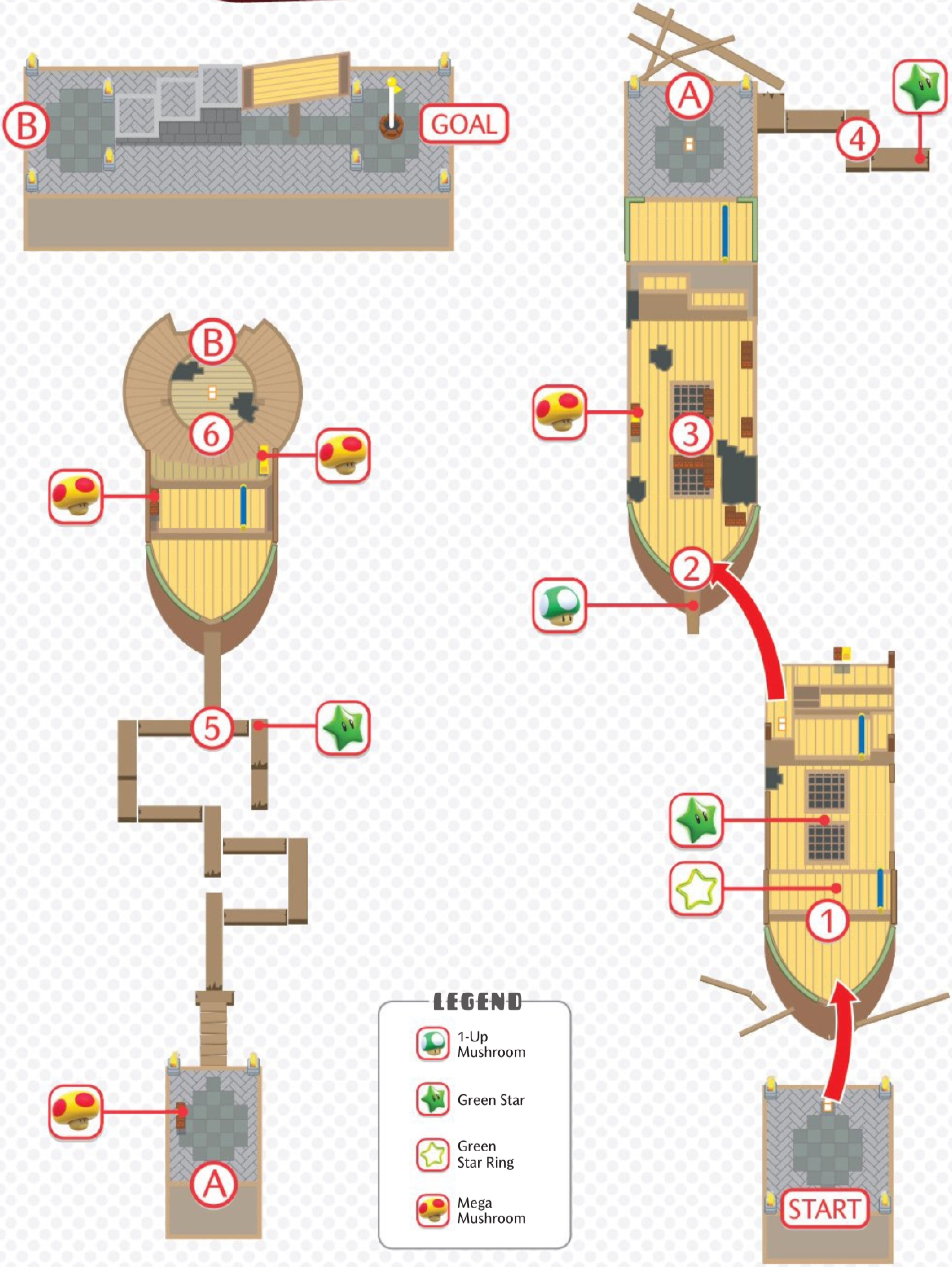
Getting to that Warp Box means crossing some cloud platforms if you've lost your Propeller Box, and fighting off two Hammer Bros. along the way. The box sends you to a room that contains piles of Coins and the third Green Star.


8


9

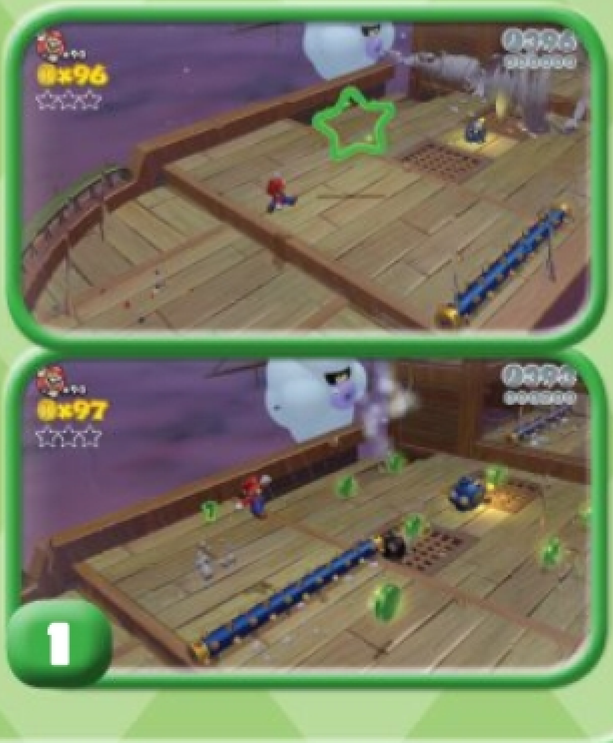
The Goal Pole bounces around the roof of the building, and there are no platforms nearby that let you get the drop on it. Go grab a Propeller Box from the lower levels of the castle if you don't already have one!

WORLD MUSHROOM-6: Gigantic Seasick Wreck

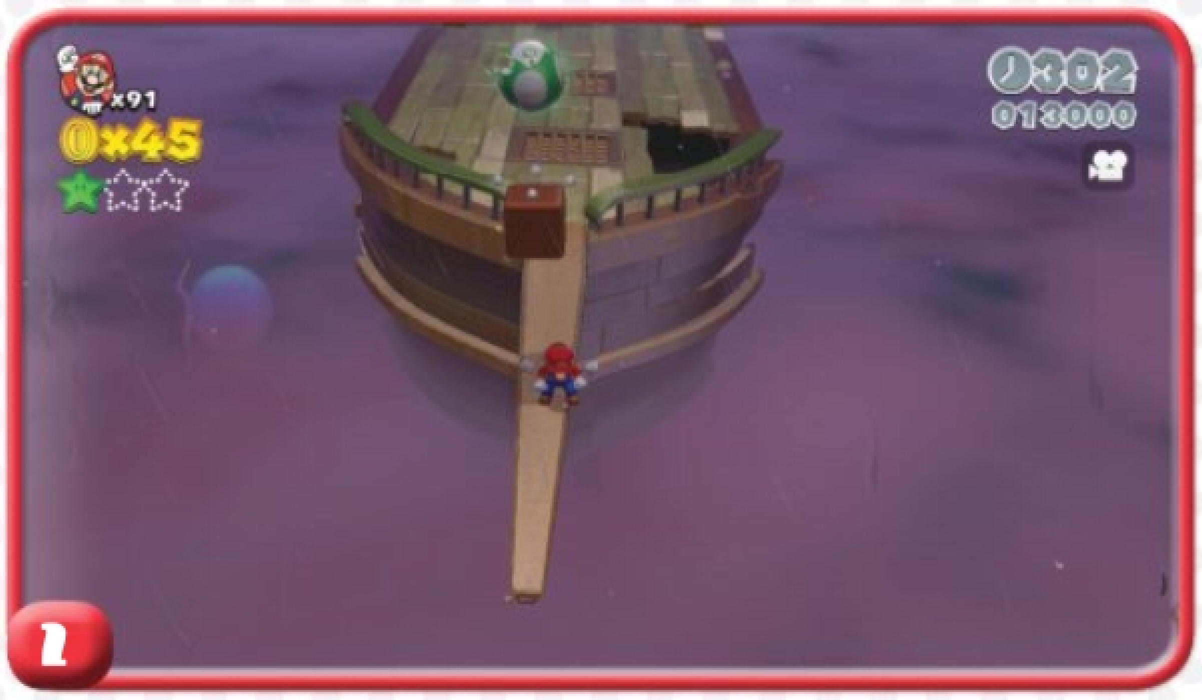

B
GOAL
A
4
B
6
3
2
5
1
A
START
LEGEND
1-Up Mushroom
Green Star
Green Star Ring
Mega Mushroom

GREEN STAR #1

This level wastes no time providing you a chance at a Green Star. When collecting Green Coins after running through the Green Star Ring, watch out for the Octoomba and the spiked roller. The Ty-foo will be trying to blow you off the deck of the ship.

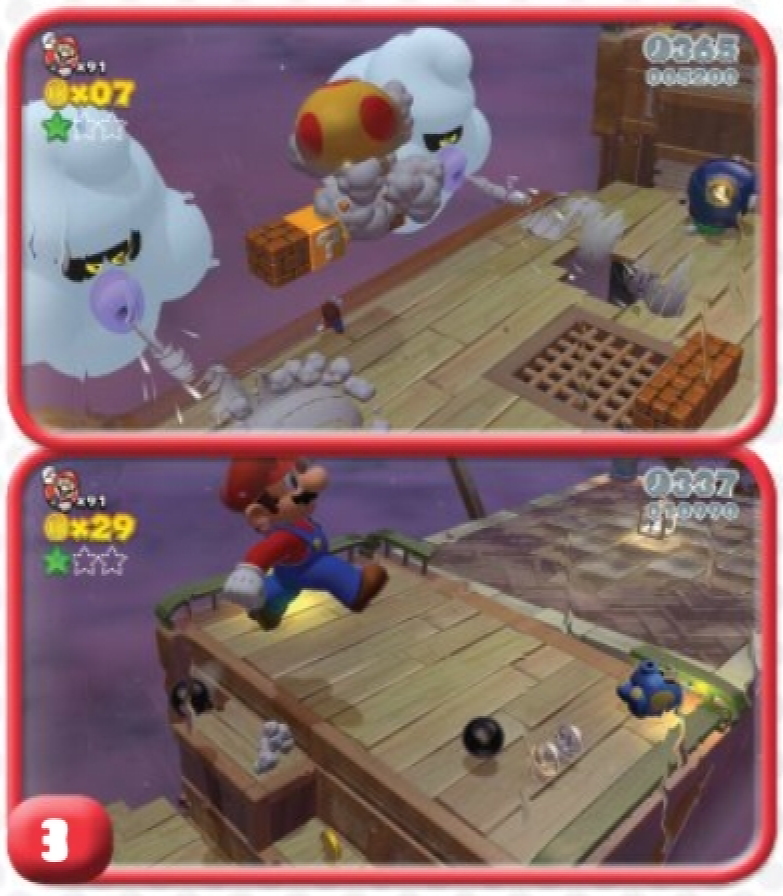


1



2

The bow of the ship has a hidden ? Block with a 1-Up inside it.

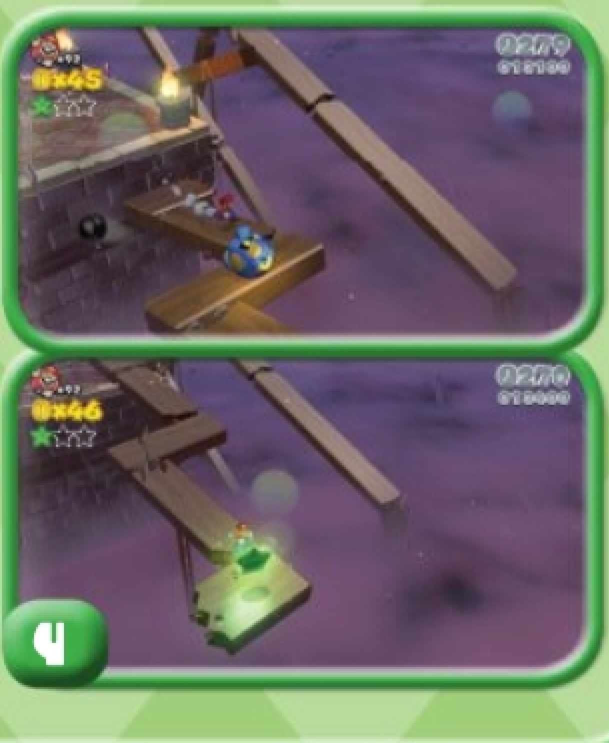


3

After using the Warp Box to reach the second ship, run to the ? Blocks to pick up a Mega Mushroom, then use your ground pounds to wipe out the nearby Ty-foos. You can then kick the Bullies and Octoombas off the ship with ease.

GREEN STAR #2

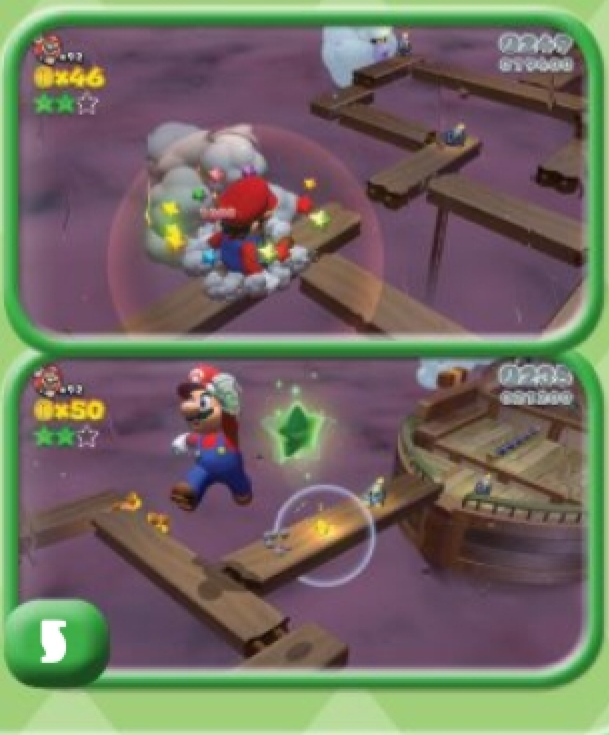
To the right of the Warp Box at the stern of the second ship is a narrow walkway guarded by an Octoomba. Work your way past it and retrieve the second Green Star.



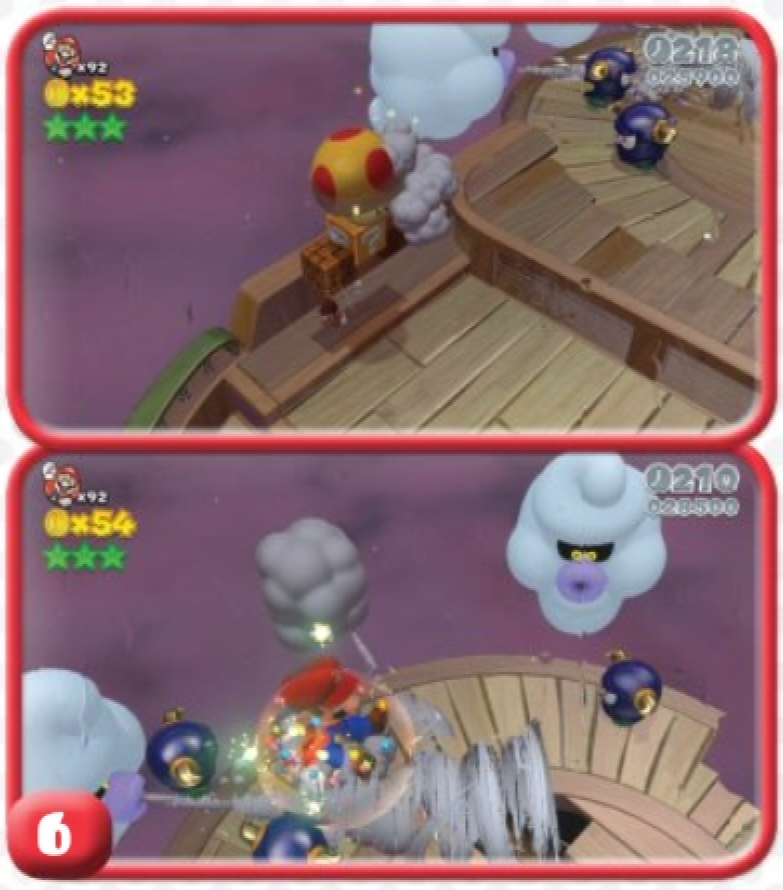
4

GREEN STAR #3

The Warp Box places you next to a ? Block that contains a Mega Mushroom. Get it and quickly move on to the narrow walkways up ahead. The third Green Star is on the right side of the walkways, but you can reach it only while under the effects of the Mega Mushroom. Use ground pounds to take out the Ty-foos and Octoombas on the walkways while you rush for the star.



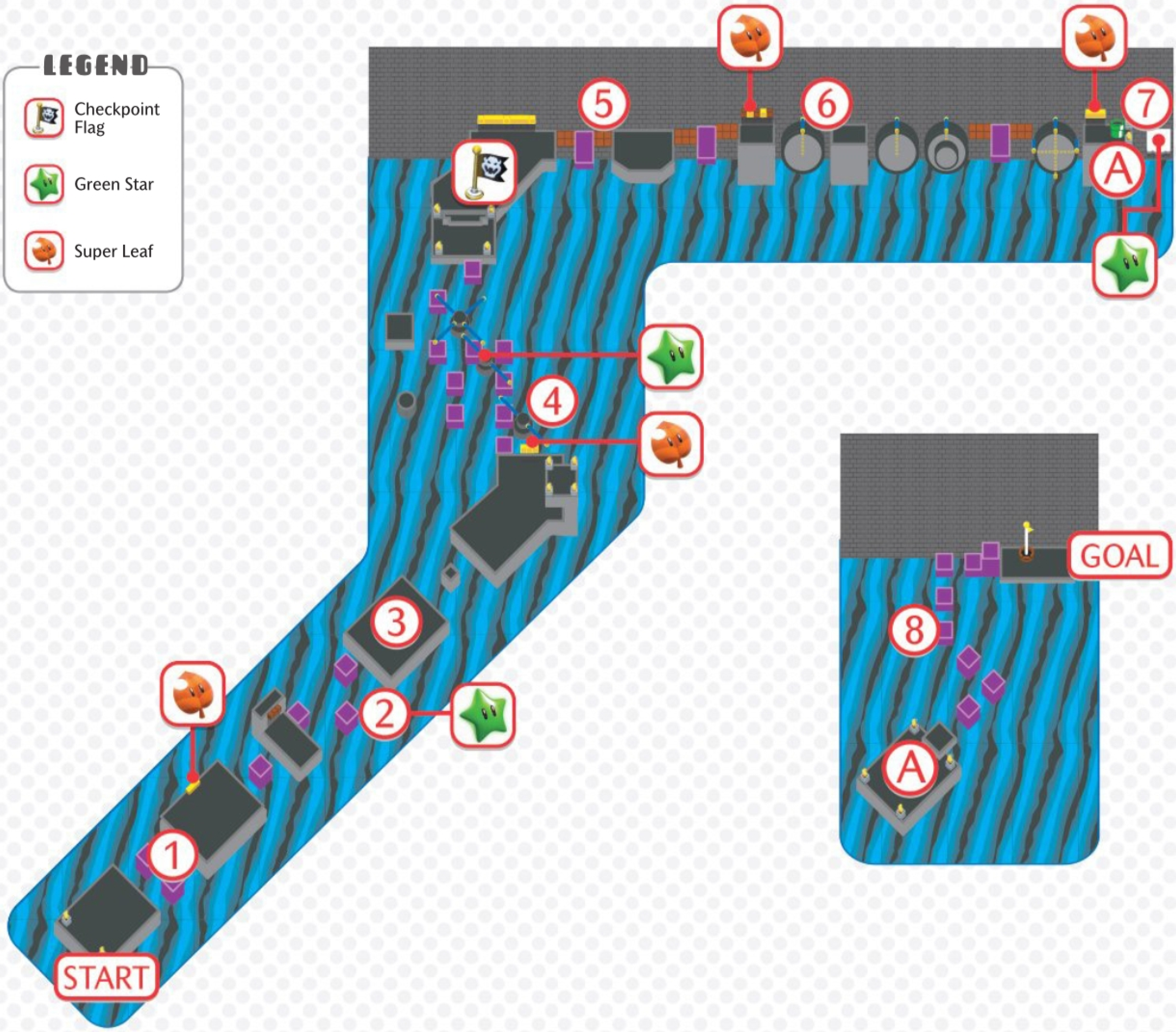
5



6

The final task is to clear the rear of the ship of all the Bullies and Ty-foos. Fortunately, there are Mega Mushrooms available. With well-placed ground pounds, you can easily wipe the baddies out. A Warp Box appears once the deck is cleared of Bullies, taking you to the Goal Pole zone.

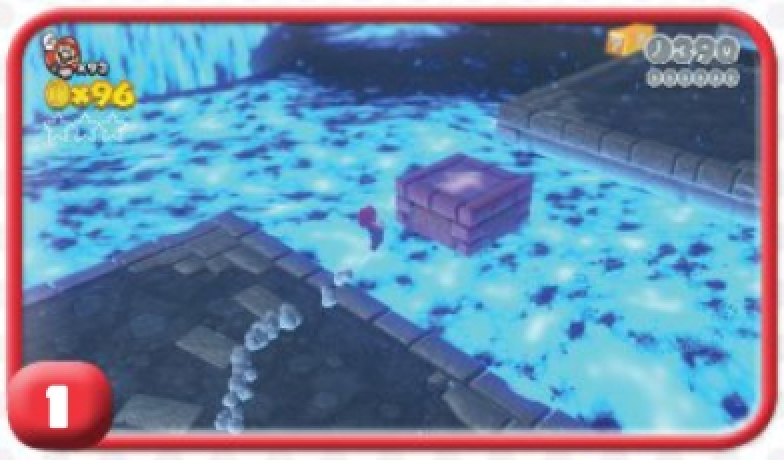
WORLD MUSHROOM-1:
Broken Blue Bully Belt


LEGEND
Checkpoint Flag
Green Star
Super Leaf
5
6
7
A
4
3
2
1
START
8
A
GOAL

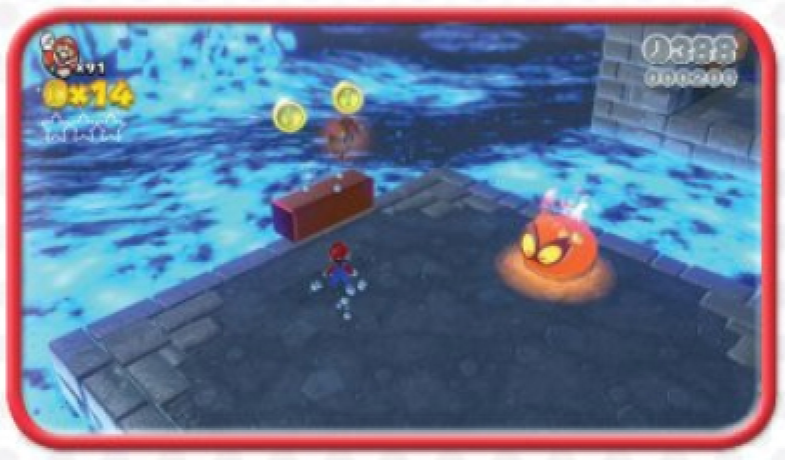
NOTE

Green Star Unlock Requirement

240 Green Stars



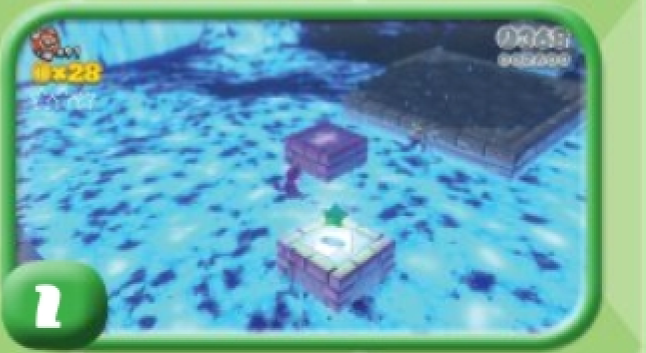
The first thing you should notice about this remixed level is that the platforms rising from the blue lava are somewhat sparse compared to the original version of this level. Well-timed and well-aimed jumps and long jumps are the name of the game here!



Fortunately, you can pick up a Super Leaf early on. Be careful not to lose it to the nearby Splorch. It's much too useful to go without.

GREEN STAR #1

The first Green Star is encountered almost immediately, but actually getting it takes some patience. Study the order in which the platforms rise and fall from the blue lava, then make your jump to the platform under the star just as it rises out of the blue lava.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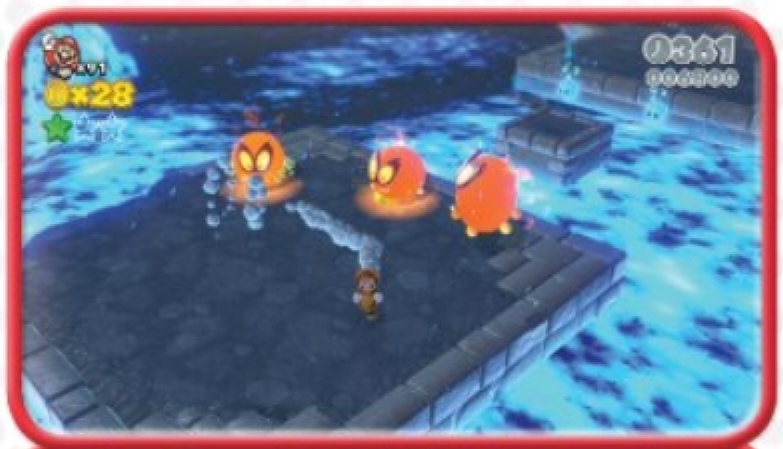
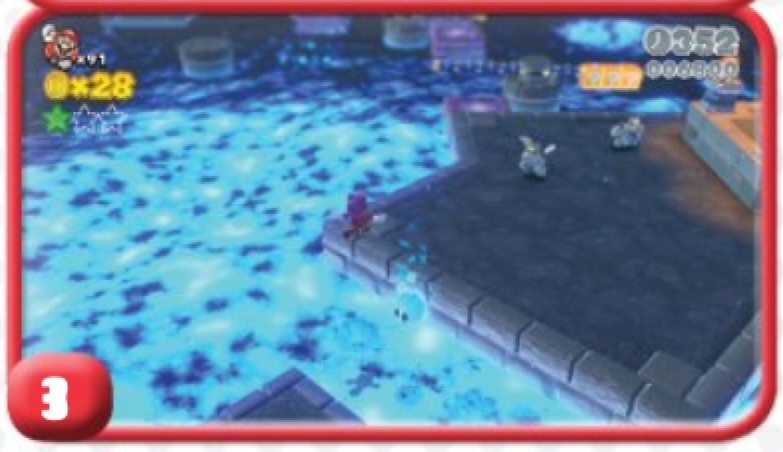
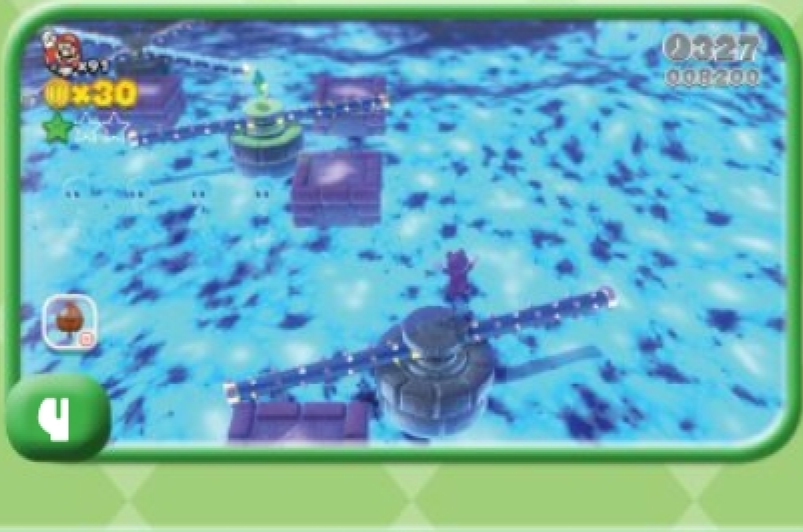



3

Three Splorches leap onto this platform, which can be very problematic. Get around them and across the next blue lava flow to reach another safe zone, this one guarded by Parabones.

GREEN STAR #2

This Green Star is trickier to reach thanks to how few platforms there are to work with. It's best to stand at the center of the first spiked roller obstacle before making the dangerous crossing over to the second, where the star awaits.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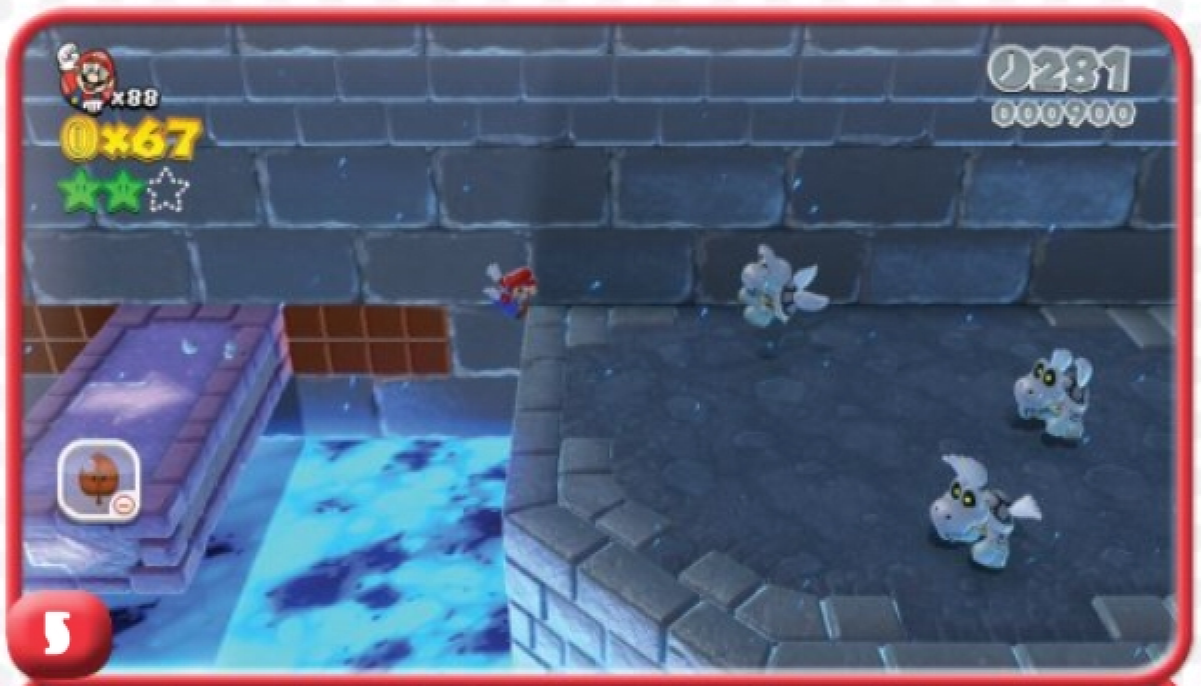
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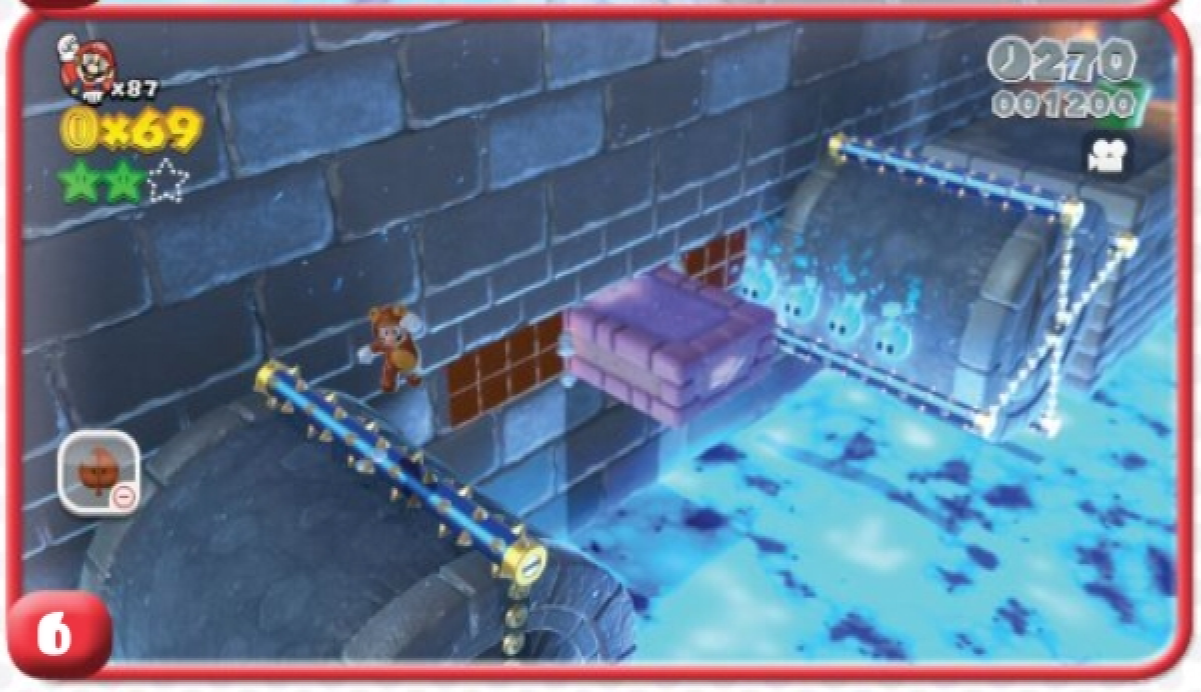
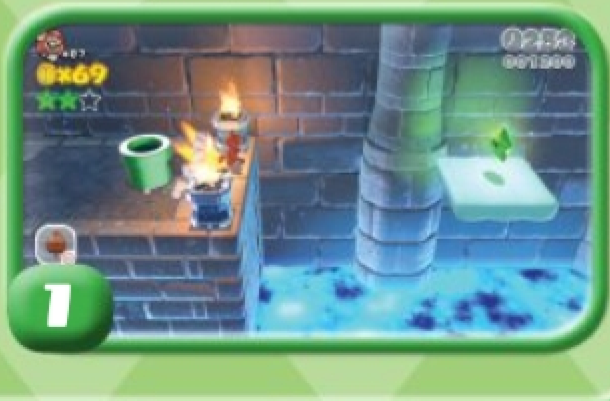

6

This final stretch can be taxing without the power of a Super Leaf. Fortunately one can be found along the way, just after breaking past a trio of Parabones. The difficulty takes another step upward when you reach the spiked roller platforms, but that also means you're getting close to the end.

GREEN STAR #3

With the Tanooki Power-Up, run past the pipe, and jump over the blue lava to reach the third Green Star's platform.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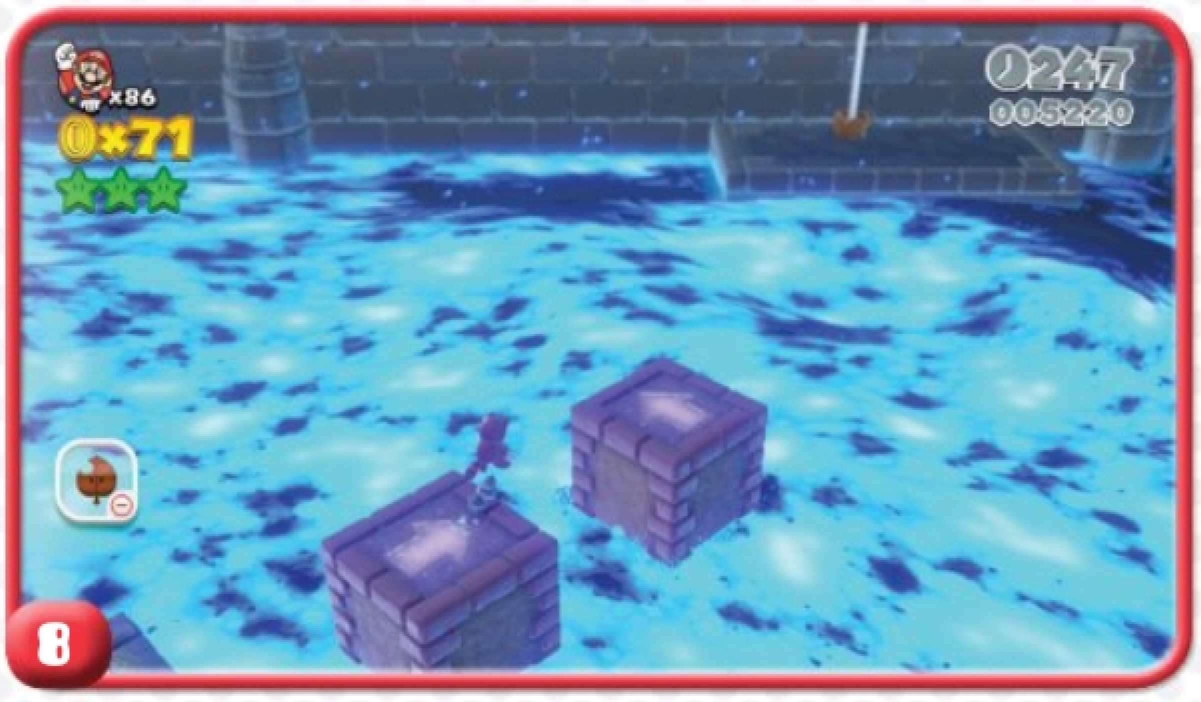
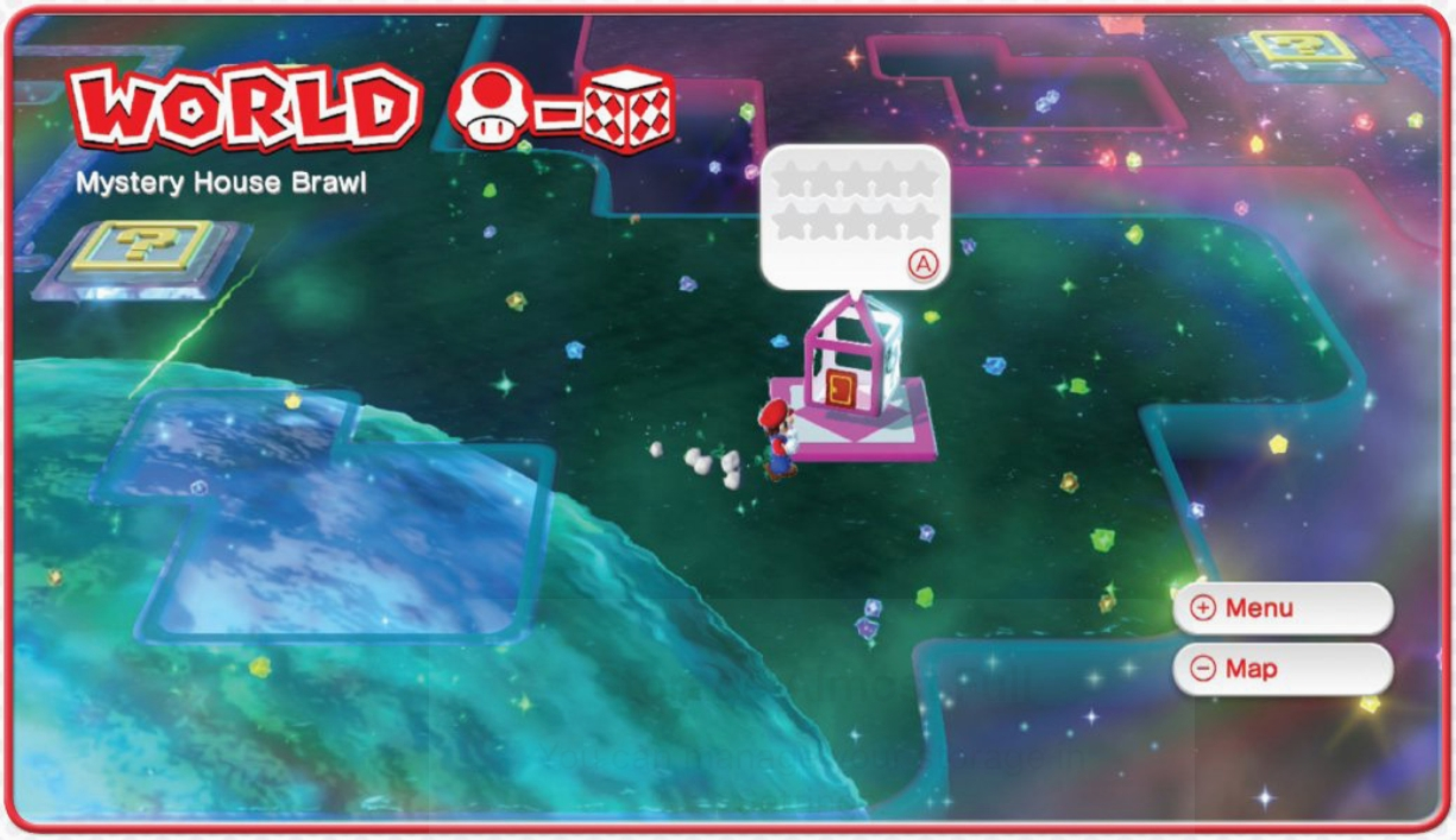

8

Crossing the blue lava to reach the Goal Pole must be done quickly. In addition to there being fewer platforms to work with, they also sink back into the blue lava after a short amount of time. If you're slow, you might find yourself falling onto blue lava as opposed to a safe ledge!

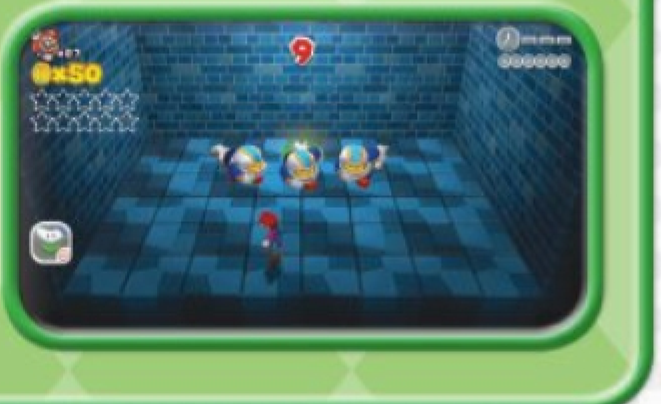
WORLD MUSHROOM:
Mystery House Brawl



This Mystery House is a test of your skills in battle against many different opponents! You'll have to be an effective and efficient hero if you want win while staying within the ten-count time limit for each room.

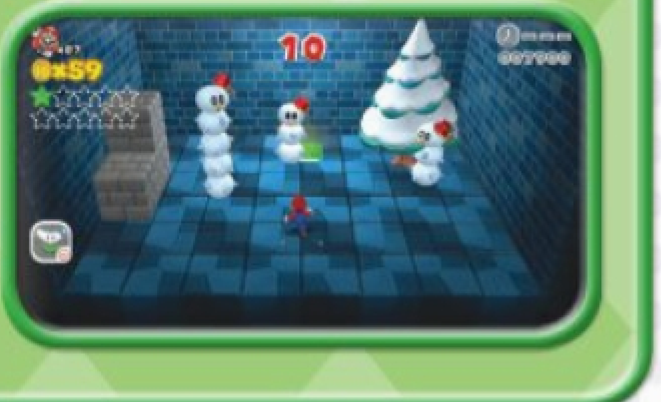
GREEN STAR #1

Round one consists of three Chargin' Chucks. It's nothing you haven't seen before. Try to stomp all three in sequence, to keep them stunned while you finish them off with a second stomp.



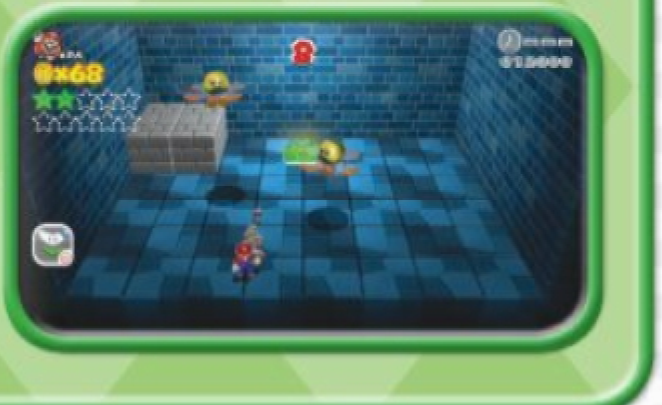
GREEN STAR #2

The second room sends three Snow Pokeys at you. Boomerangs and fireballs are good to have, but you can also rrely on an old fashioned stomp to the head to scatter the Snow Pokes into snowballs. Any damage to their heads will scatter them!



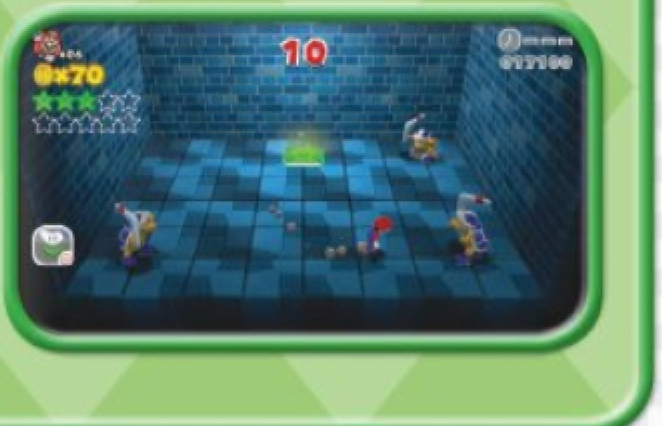
GREEN STAR #3

Draw the Flopters together, in range of a single ground pound to finish them off simultaneously.



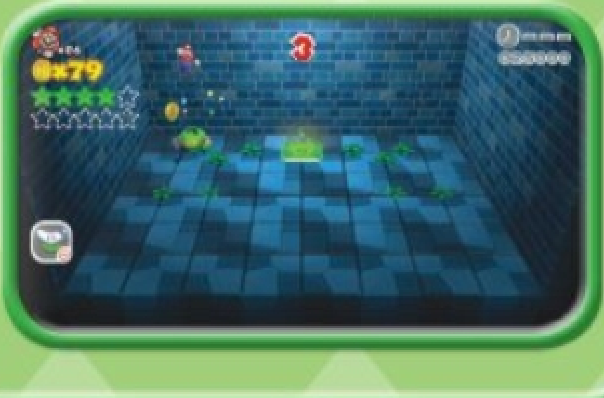
GREEN STAR #4

Three Boomerang Bros. can be rough for the unprepared. Remember that you can get them to hit each other with their attacks!



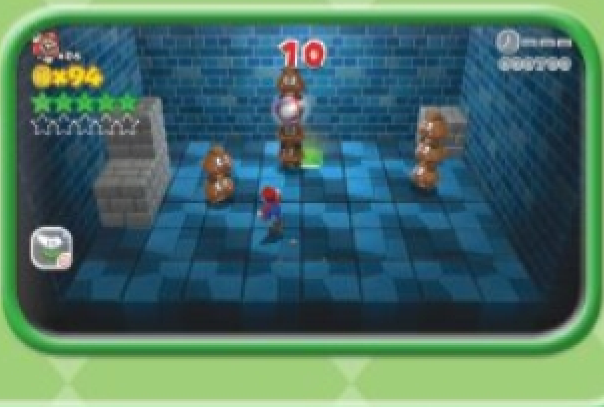
GREEN STAR #5

This room appears empty, but there's a Coin Coffer hidden in the upper-left corner of the room! Use a ground pound to reveal it, then ground pound the Coin Coffer to defeat it in one attack.



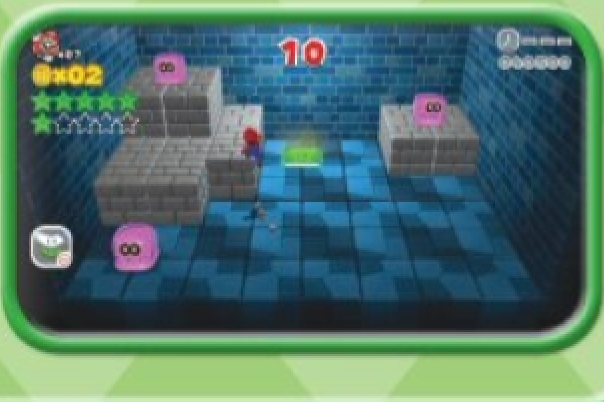
GREEN STAR #6

Three Goomba Towers attack you in this room. The tallest tower requires you to climb atop some nearby Rock Blocks (or bounce over from another tower) to safely ground pound it.



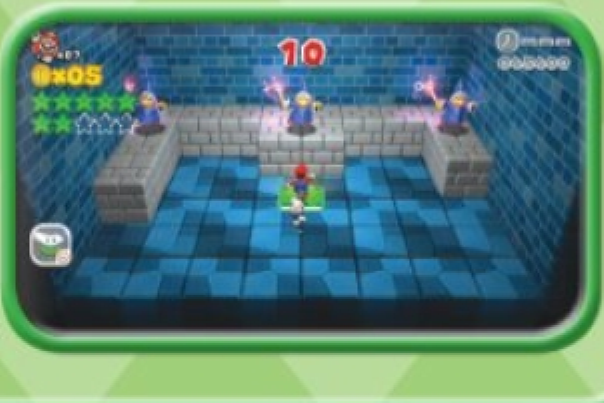
GREEN STAR #7

Remember, Fizzlits can't be touched if they've turned on the electricity!



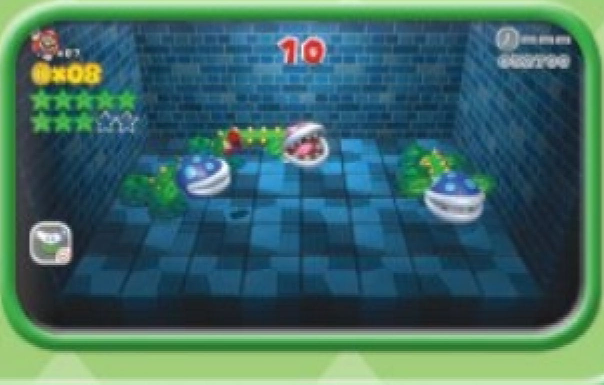
GREEN STAR #8

Three Magikoopas enter the fray! Try to defeat at least two before they teleport, otherwise you might run short on time.



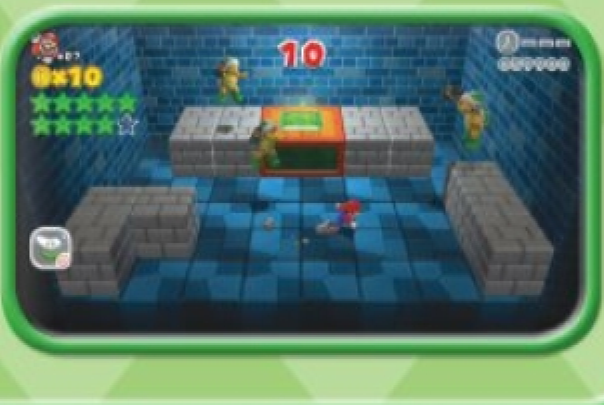
GREEN STAR #9

If you want to defeat three Piranha Creepers quickly, the ground pound is essential! Don't give these guys a chance to grow in length, otherwise a single ground pound might not be good enough to finish one off.

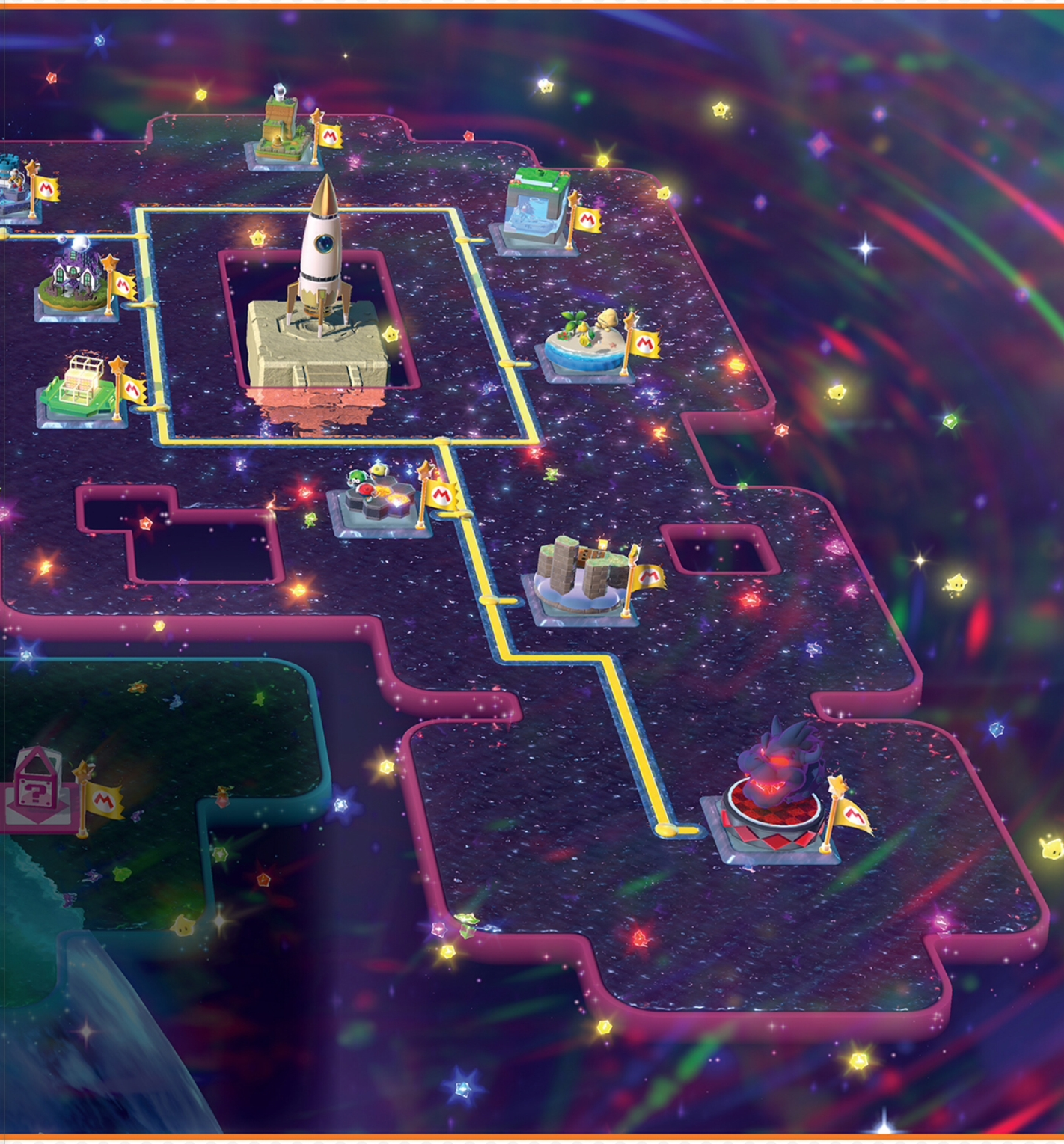


GREEN STAR #10

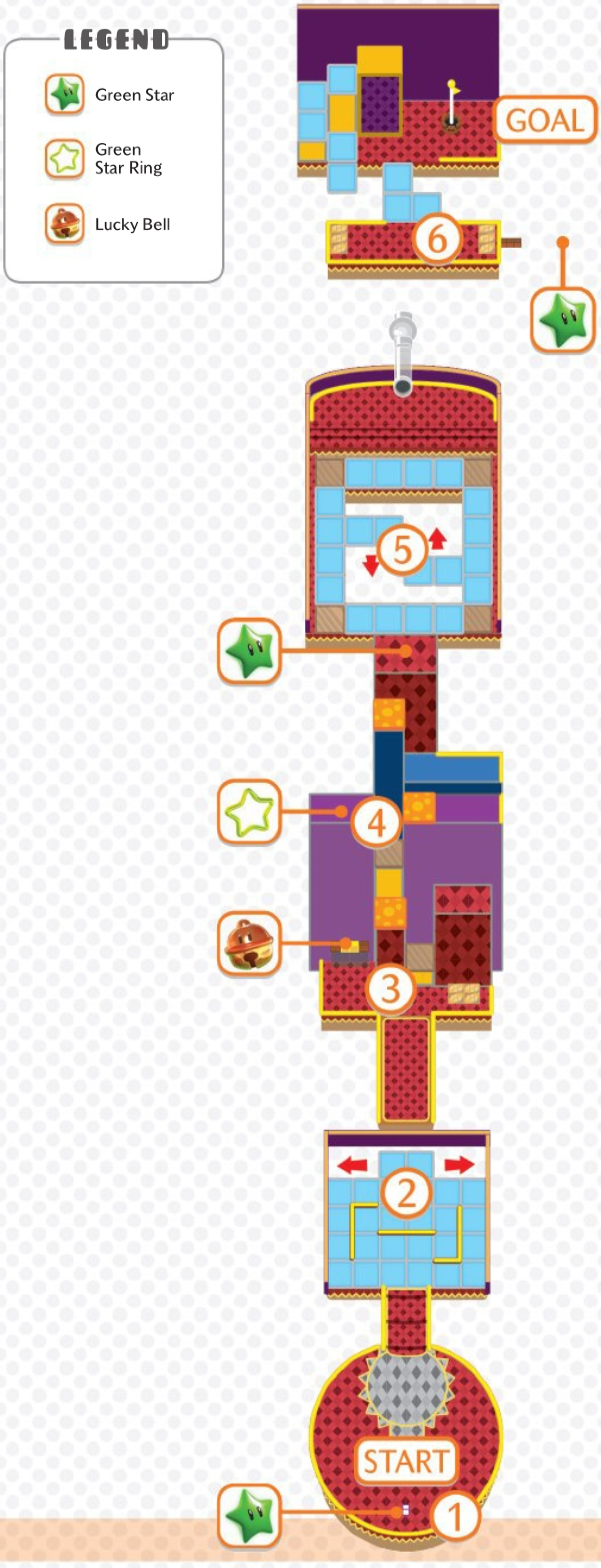
A classic battle against three Hammer Bros.. If you've got ranged Power-Ups, now's the time to use them!



WORLD FLOWER

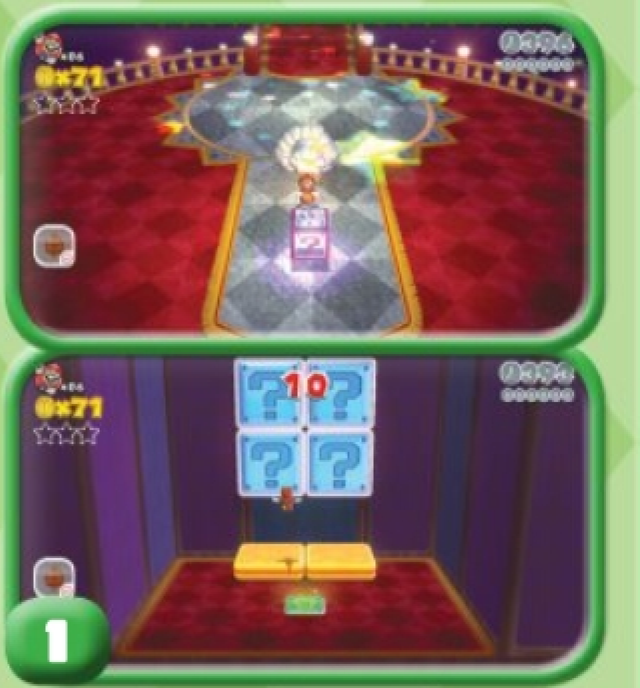


WORLD FLOWER-1:
Switch Shock Circus


LEGEND
Green Star
Green Star Ring
Lucky Bell
GOAL
6
5
4
3
2
START
1

GREEN STAR #1

Immediately after starting this level, run away from the stairs in front of you to find a Mystery Box for a chance to win the first Green Star. The bonus room on the other side gives you 10 game seconds to activate four Switch Panels on the wall. You can use the Mushroom Trampolines you jump up and hit the Switch Panels, but it's easier to use the GamePad touch screen.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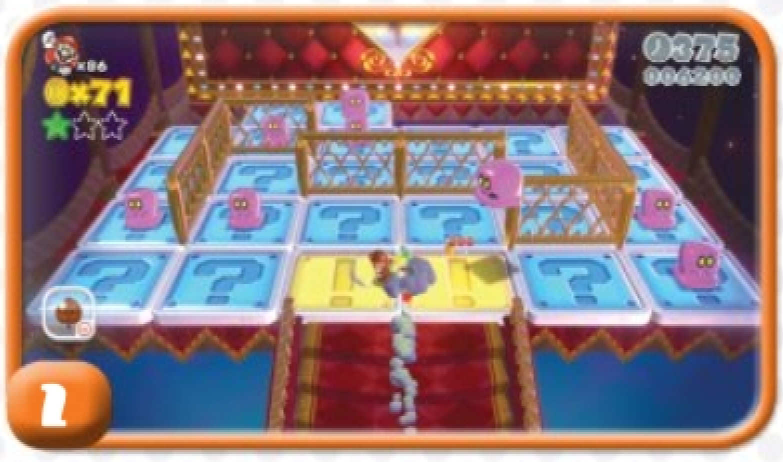
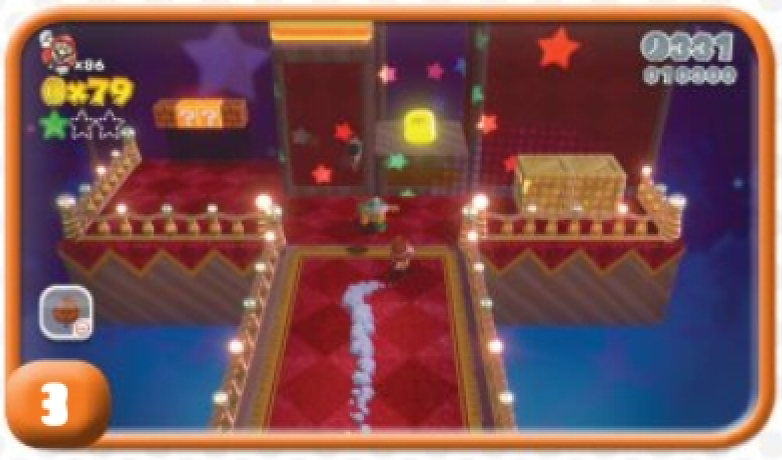

2

Fizzlits infest this remixed level, and they can make hitting all of the Switch Panels a hassle. Remember to avoid them when they're electrified.

Along with adding more of the annoying Fizzlits to this climb, this level remix takes away the convenient Jump Panels. Fortunately, there's a Lucky Bell in a ? Block—you just need to get past the Hammer Bro guarding it.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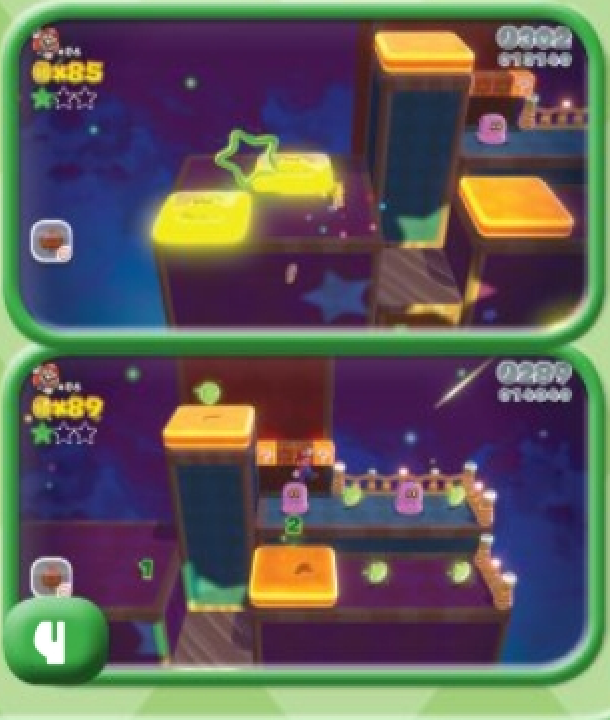
GREEN STAR #2

The Green Star Ring itself is protected by two more Fizzlits, while the Green Coins take you on a tough path past two more of them. It's safer to eliminate the enemies first before triggering the Green Star Ring.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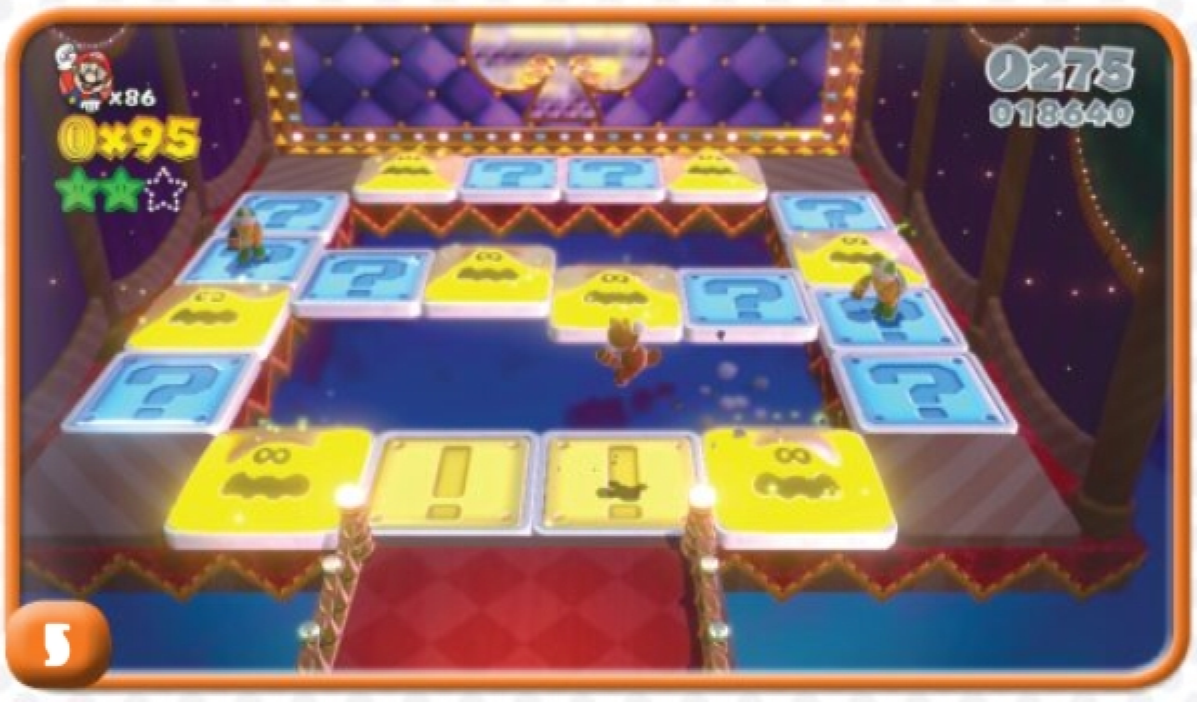
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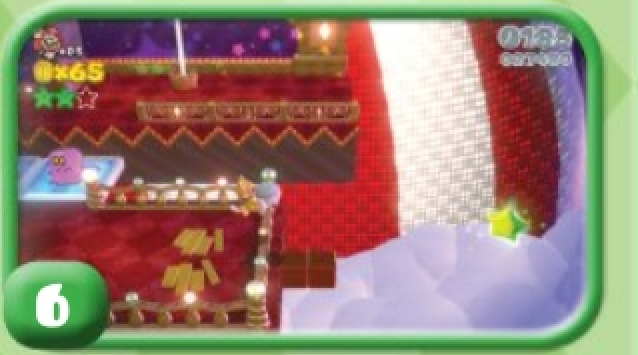
More blasted Fizzlits! They're all over this Switch Panel room, and they've got two Hammer Bros. for help. The bridge moving across the central chasm is split in two pieces that move in opposite directions, which can make hitting those Switch Panels tougher.

GREEN STAR #3

The last Green Star is found just before the Goal Pole. To the right of where the Clear Pipe Cannon shoots you is a set of wooden crates. Break them open to find a baseball inside, then toss the ball at the Green Star. It's the only way you can retrieve it without bringing a Boomerang Flower from a different level.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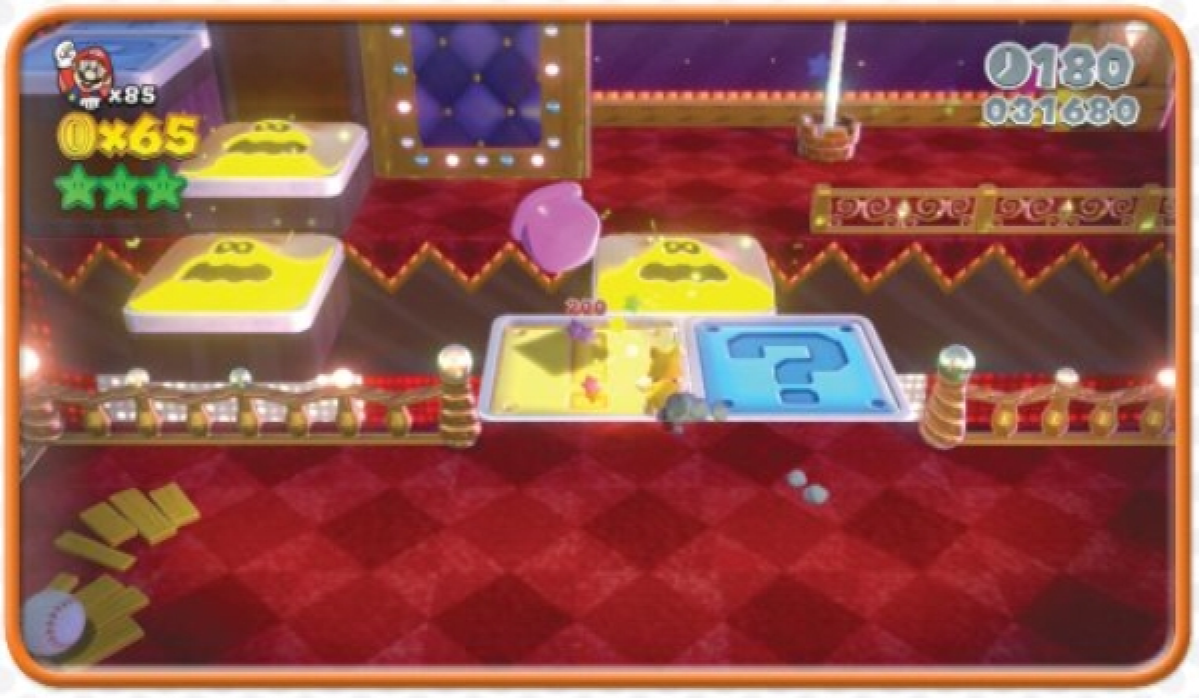
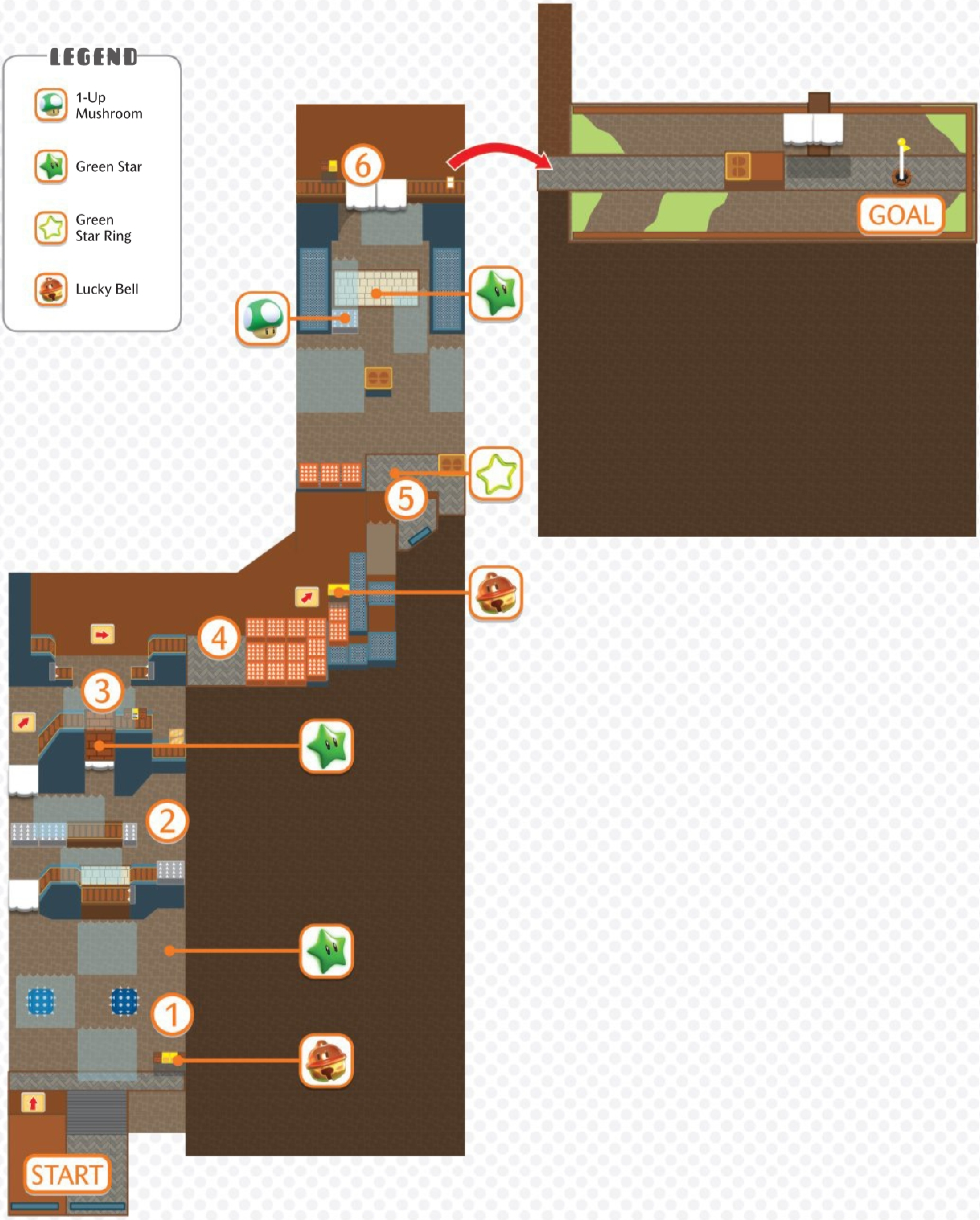
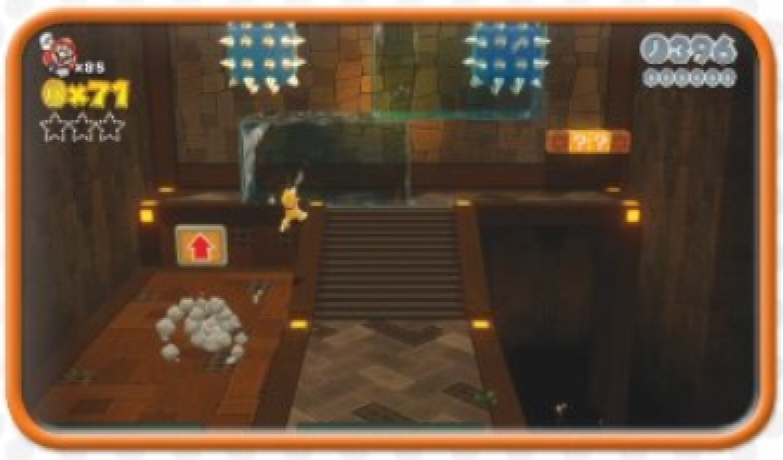


The lead up to the Goal Pole can be tough, as the Fizzlits leave you little room to work with. Work cautiously across the Switch Panels, attacking enemies when safe, until you're in position to reach the Goal Pole.

WORLD FLOWER-2:

Floating Fuzzy Time Mine

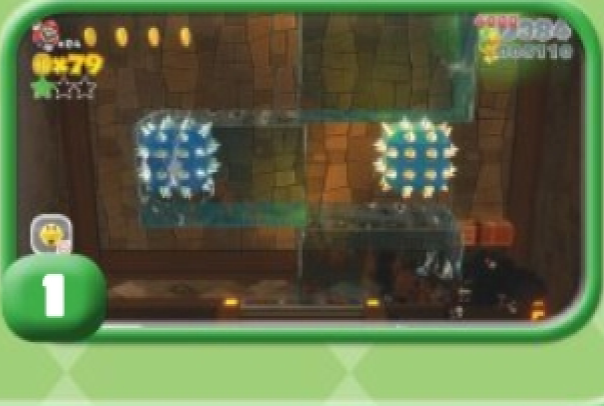

LEGEND
1-Up Mushroom
Green Star
Green Star Ring
Lucky Bell
6
5
4
3
2
1
GOAL
START



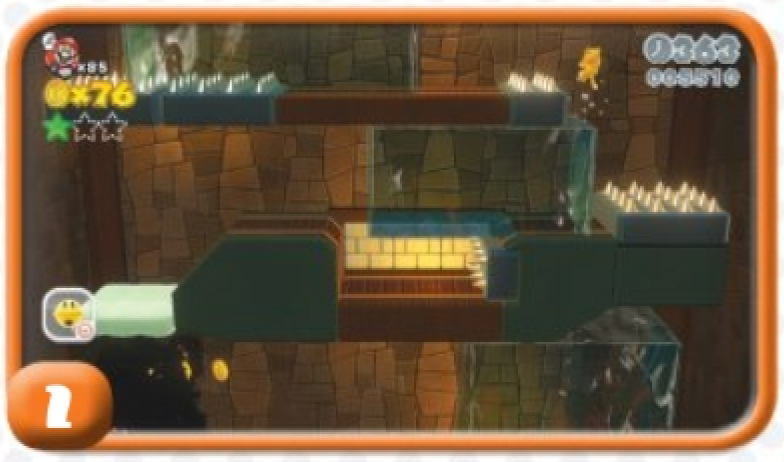
Right out the gate you should notice the big difference in this level remix: water cubes and Spike Blocks fill the mine, which help and hinder respectively your escape from the swarm of Fuzzies that give chase.

GREEN STAR #1

The ? Blocks near the start cough up a Lucky Bell, and if you use the Lucky Cat Power-Up to climb up the wall directly above these blocks, you can snag the first Green Star.

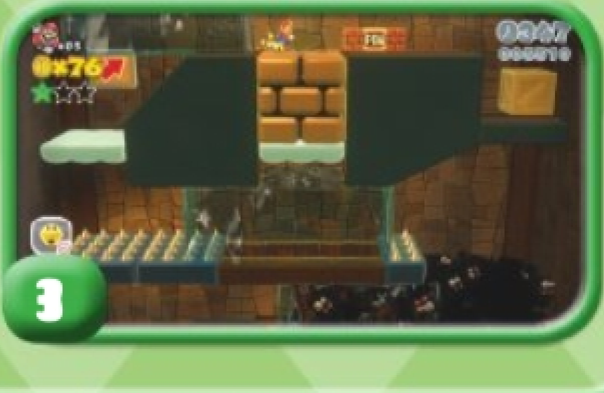


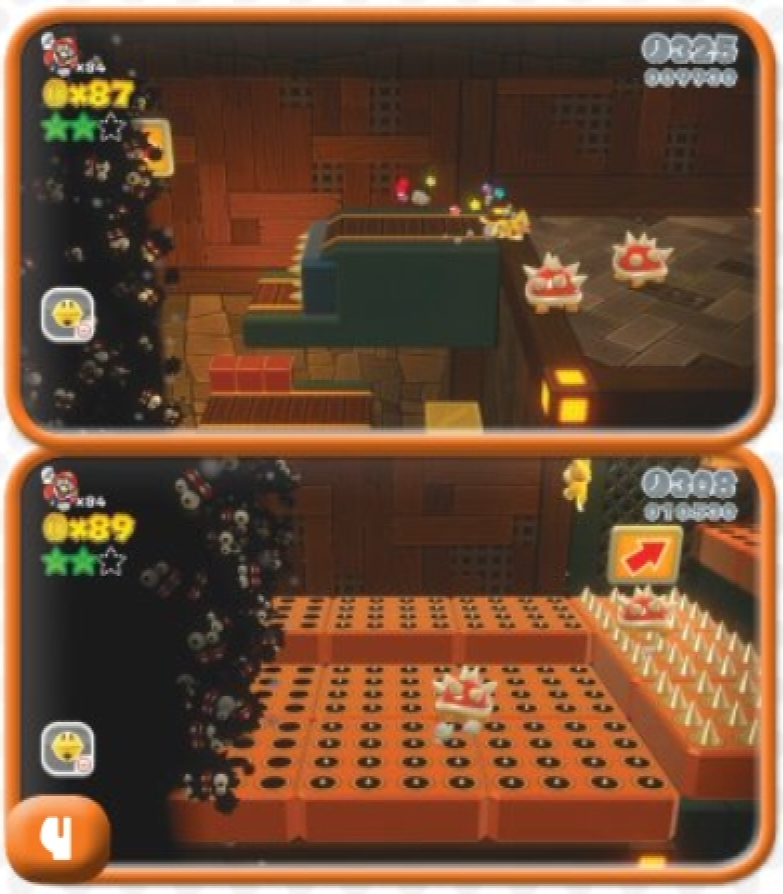
The Fuzzy swarm is slow enough that you can take a bit of time to make sure it's safe to proceed past spike obstacles. Use the Lucky Cat Power-Up ability to climb in conjunction with the moving water blocks to avoid hazards.



GREEN STAR #2

Rather than ground pounding the Big Block here, use the nearby Red POW Block to break it open and reveal the second Green Star.

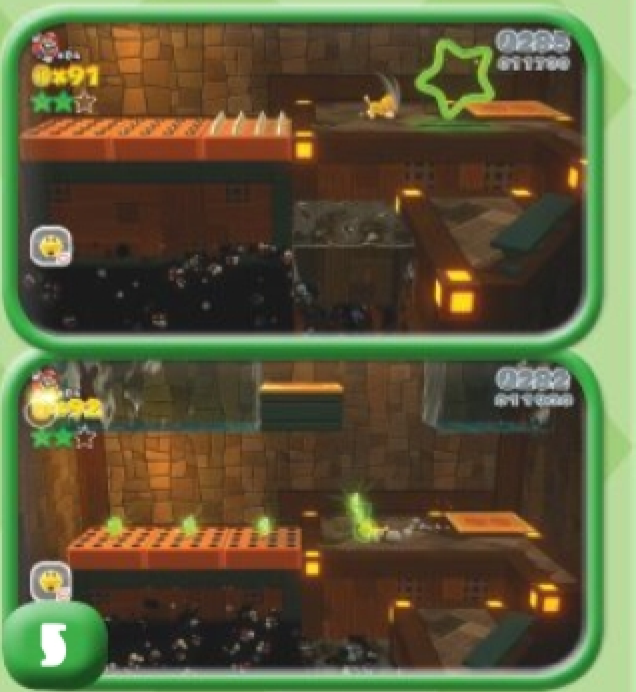


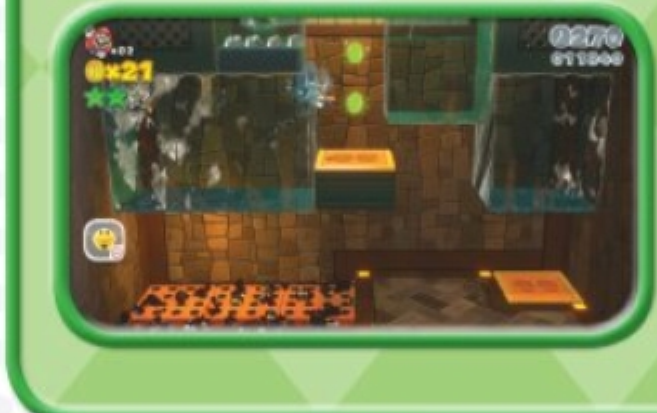


When the mine starts scrolling horizontally to the right, get ready to deal with Spinies and floor spike traps. You have some time to react to the spike traps and leap over them, but the Lucky Cat Power-Up can make things easier.

GREEN STAR #3

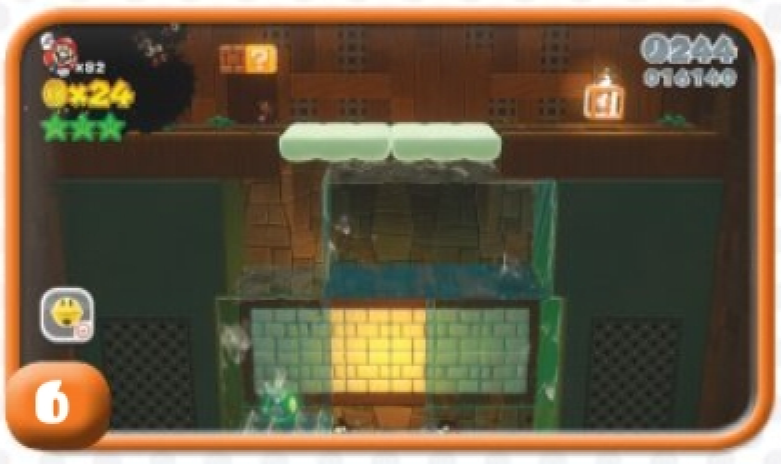
It helps to try to reach this Green Star Ring as early as possible. It lets you collect the first six Green Coins near the ring's location well ahead of the Fuzzy swarm.



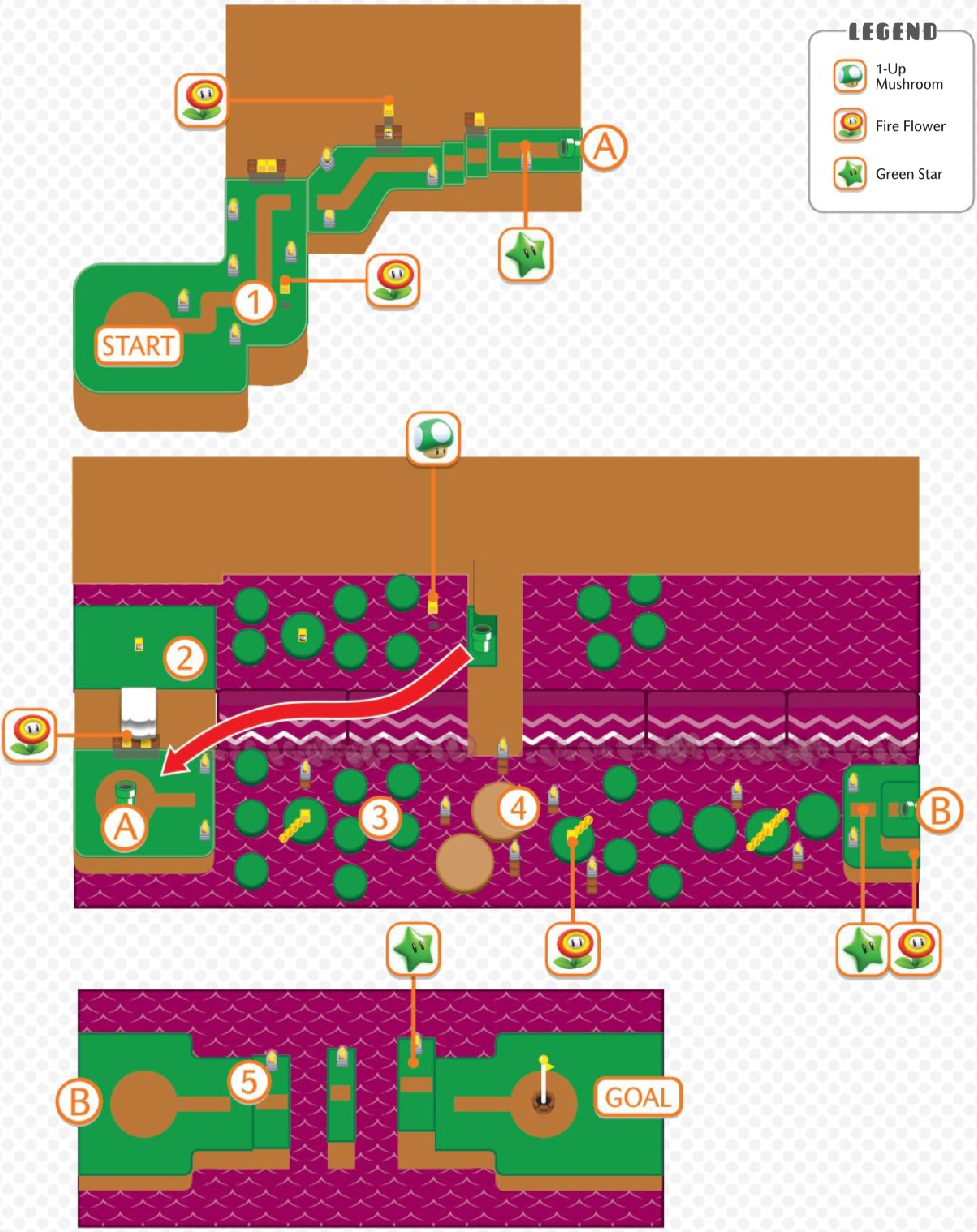


The last two require the use of a Jump Panel. Make sure that you're lined up to collect both Green Coins in one jump!

The ? Block to the left of the Warp Box at the end of the mine is a trap, as Fuzzies will crash down on top of it. Just get to that Warp Box.

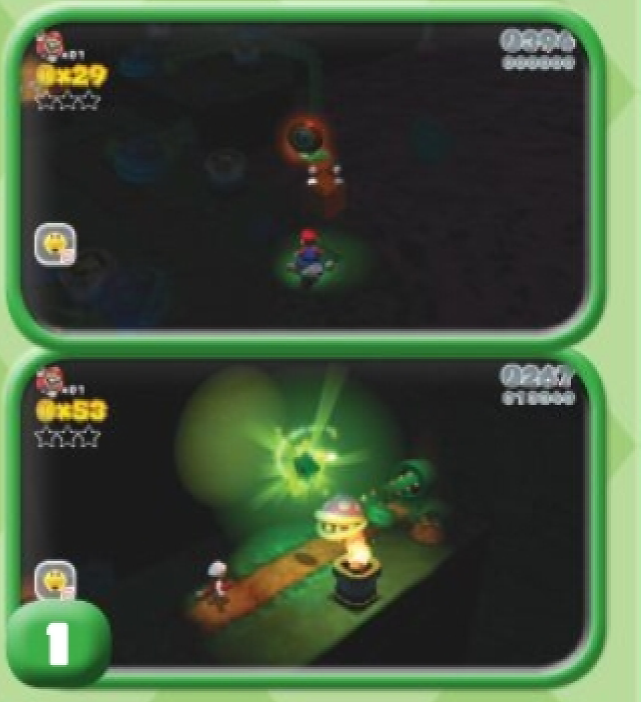


WORLD FLOWER-3:
Piranha Creeper Creek after Dark


LEGEND
1-Up Mushroom
Fire Flower
Green Star
START
1
A
2
A
3
4
B
B
5
GOAL

GREEN STAR #1

The first Green Star requires that you light the eight unlit torches in the dark opening area of this level. You can get a Fire Flower from this ? Block in the beginning. If you've done this, the last torch you light should be next to the pipe leading away from this area, and the star appears close by.

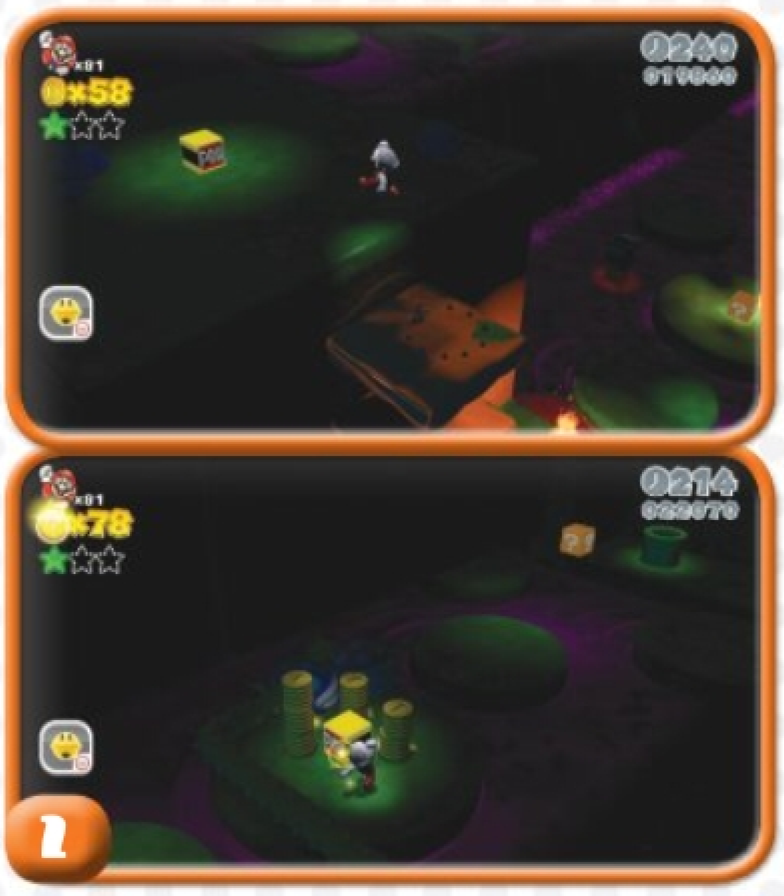

1

CAUTION

Don't Lose Your Fire Flower!

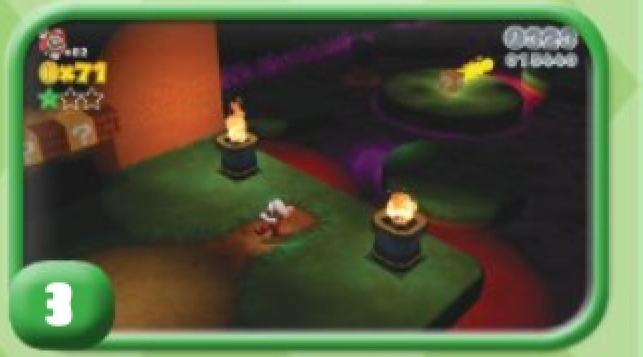
You can't get any of the stars in this level without using the Fire Flower. Preserve this ability as best you can, however, a number of the ? Blocks in this level provide extra Fire Flowers so long as you're not small.

This upper area used to have more significance the first time you were on this level. Now, it provides some extra Coins and even a 1-Up from a ? Block, but it's nothing that is crucial to explore.


2

GREEN STAR #2

This next section provides more torches to light up so that you can retrieve the second Green Star, starting with these two. There are 12 total to light up. Princess Peach can make lighting the torches a lot easier, thanks to her ability to float.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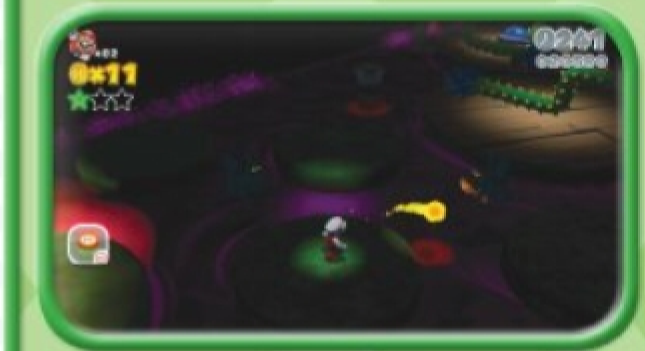
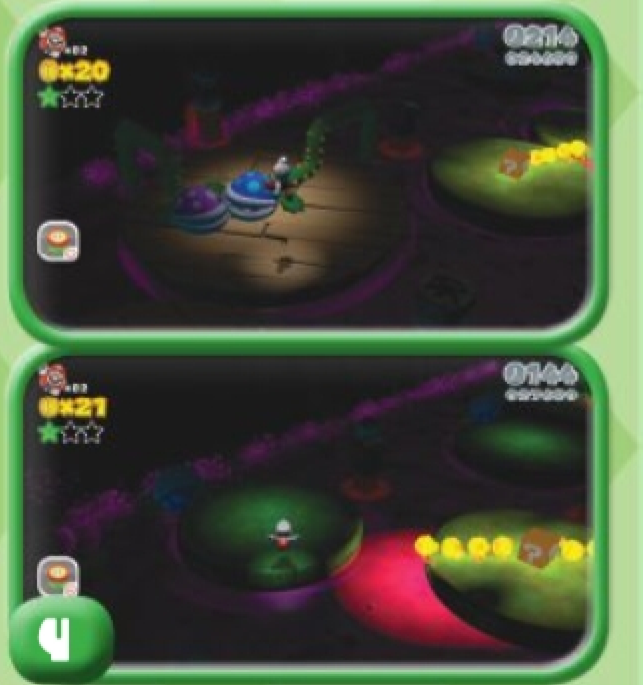


The path you must take to accomplish this is challenging, thanks to the moving platforms, the ever-present Poison Bog, more Piranha Creepers, more Fire Piranha Plants, Fire Bars, and Parabones. This is arguably some of the hardest platforming you've yet seen in the game. A common mistake here is to forget to light up the torches occupied by the Fire Piranha Plants.

The small drifting platforms are spaced far enough apart that you may have to resort to long jumps to keep away from the drop off on the right side of this area. Between that and dealing with the Piranha Creepers, this section is possibly the hardest in the whole level.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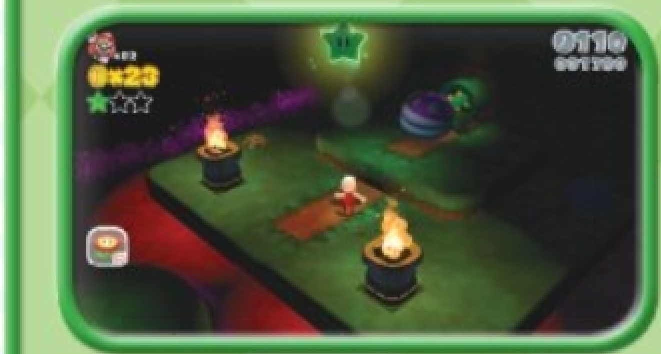
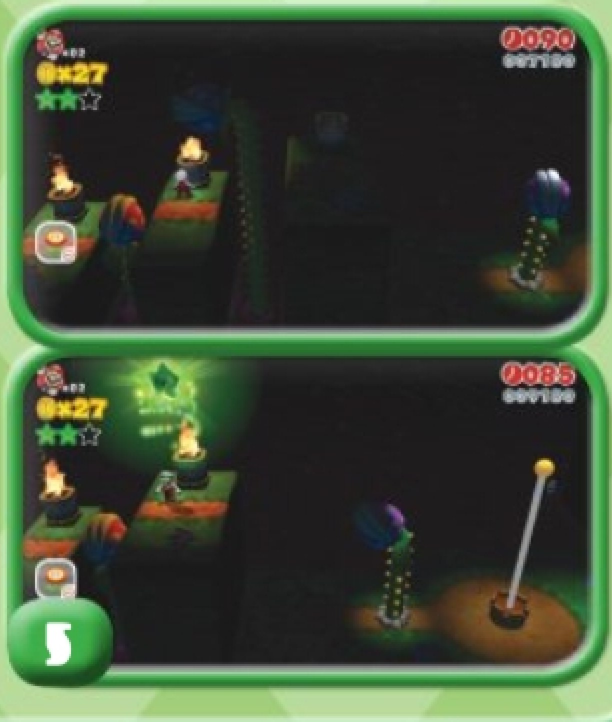


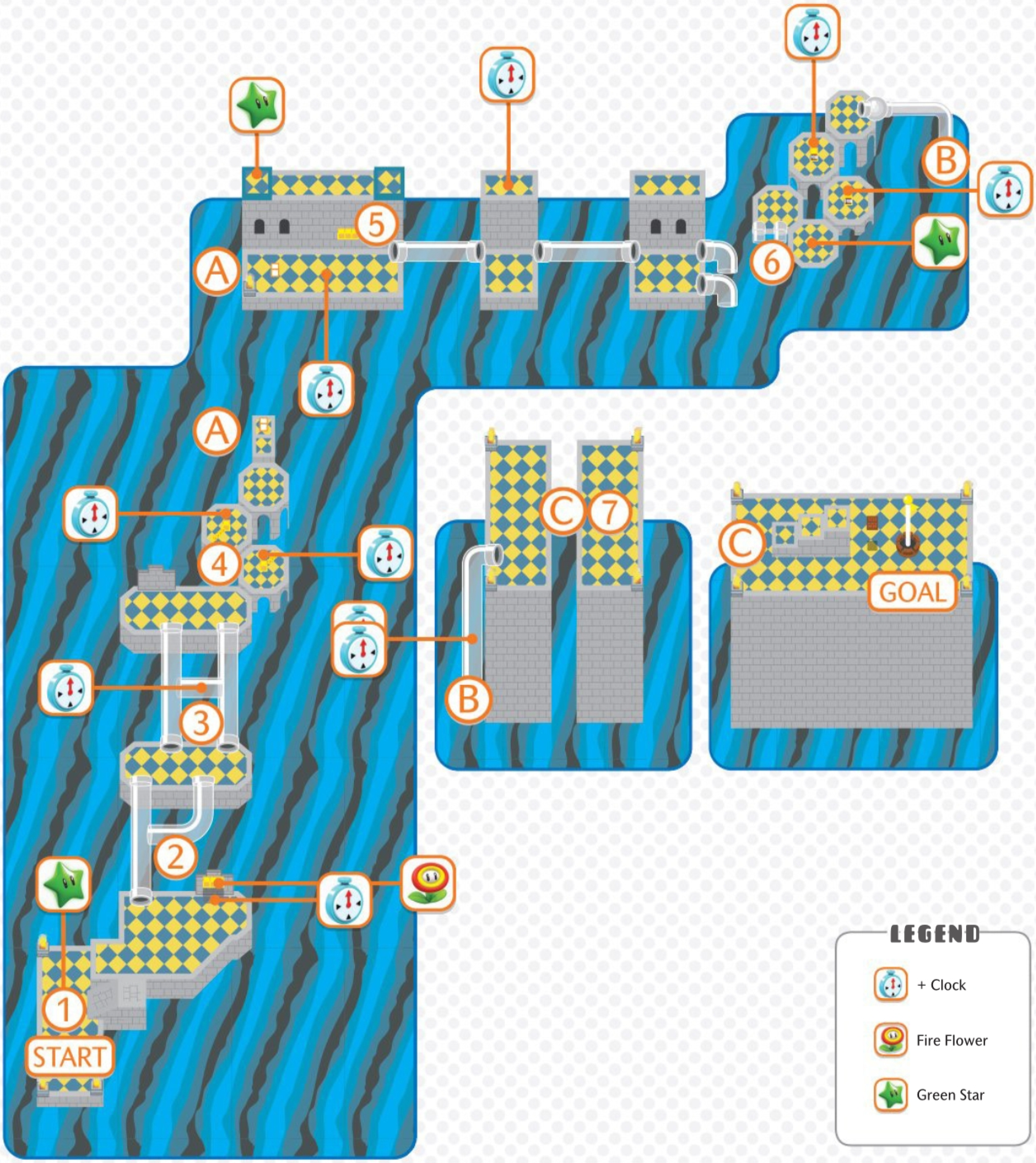
If you manage to light all the torches, the Green Star appears near the pipe that takes you to the Goal Pole zone.

GREEN STAR #3

The steps leading up to the Goal Pole have three unlit torches, and Piranha Creepers lurk in between each step. Take care not to lose your fireballs and ignite the torches for the final Green Star.


5

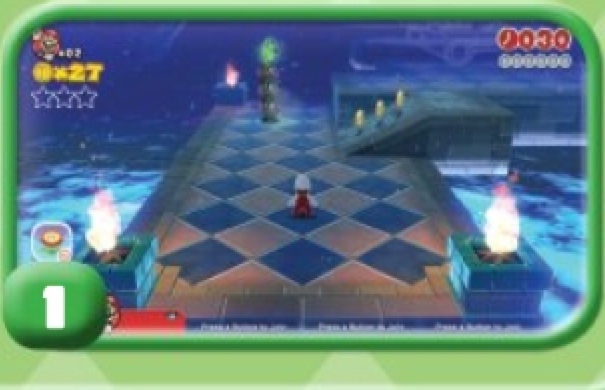
WORLD FLOWER-4: Faster Fort Fire Bros..

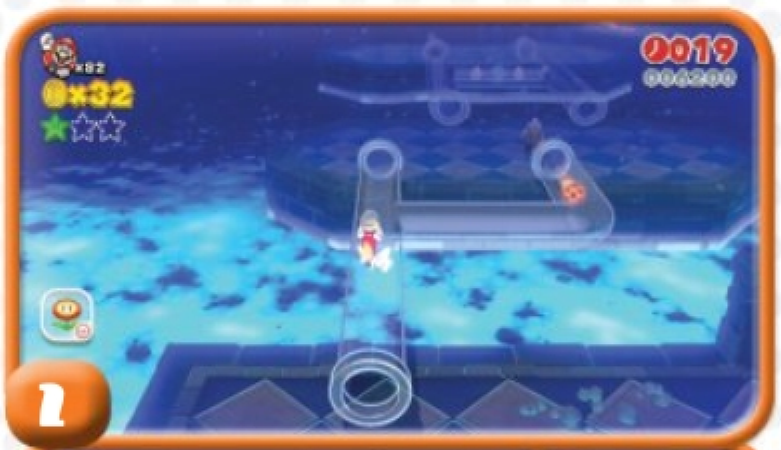


5
A
B
6
A
4
C
7
C
GOAL
3
B
2
1
START
LEGEND
+ Clock
Fire Flower
Green Star

GREEN STAR #1

You can see the first Green Star atop a Goomba Tower at the very start of the level. It's hard to miss, and it's important that you retrieve it quickly: This level starts you off with 30 game seconds on the clock.


1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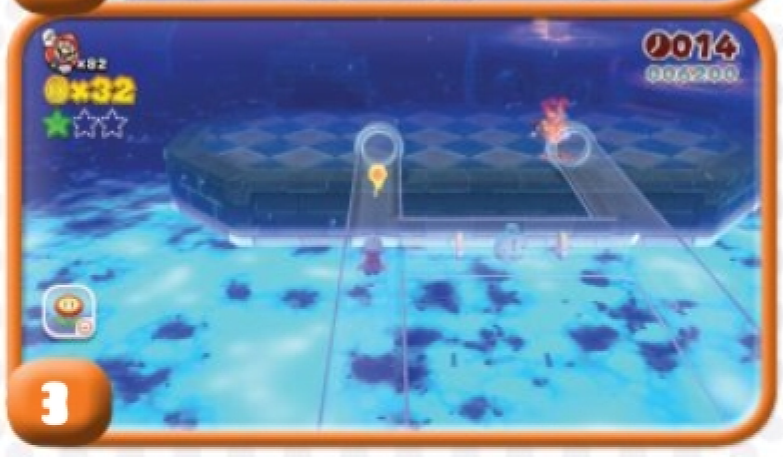
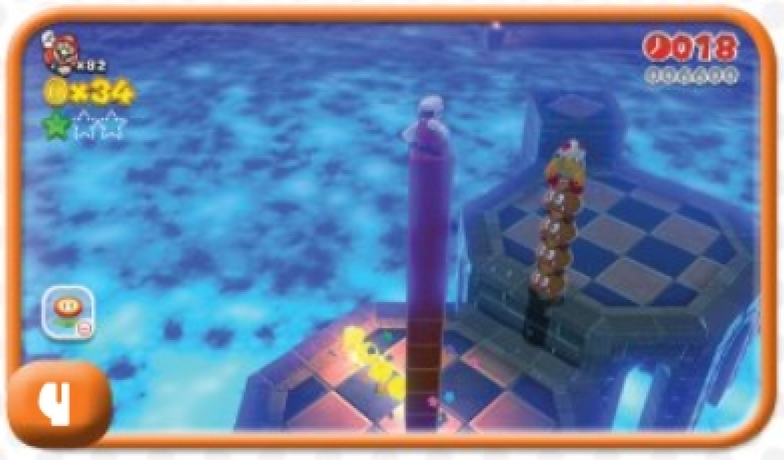

3

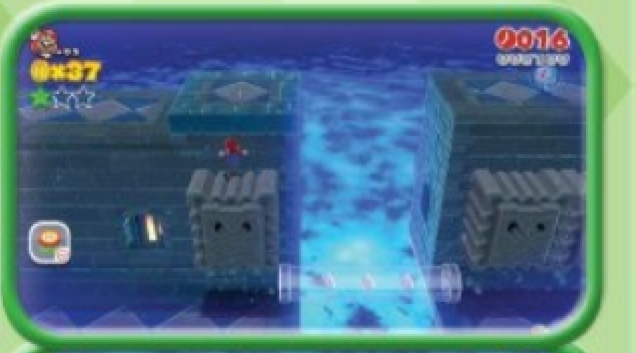
Don't waste time diving into first set of Clear Pipes! Just run along the top of the Clear Pipes and run past the Fire Bro. This way you avoid the fireballs being thrown into the Clear Pipes. The second set of Clear Pipes might be worth the risk, as they contain a + Clock.

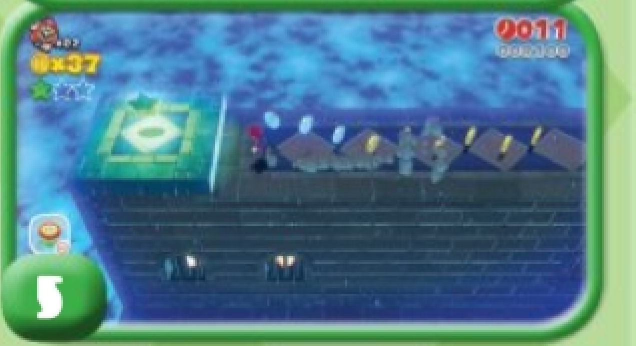
Ground pound the ? Block closest to the Goomba Tower topped by a Fire Bro to make a tower tall enough for you to take them all out. The Fire Bro must be eliminated for the Warp Box to the next section to appear.


4

GREEN STAR #2

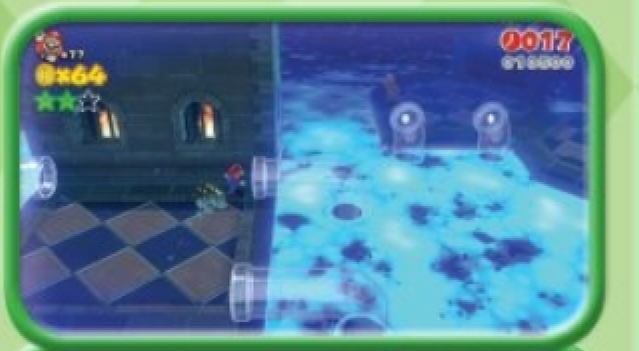
You can reach the second Green Star by revealing a set of invisible ? Blocks next to the Thwomps here, and then jumping up to the top of the wall. You can also ride the Thwomp if you prefer. Either way, run along the top of the wall back towards the start of the section to find the star. If you've got a Cat Power-Up, this can be done even faster.

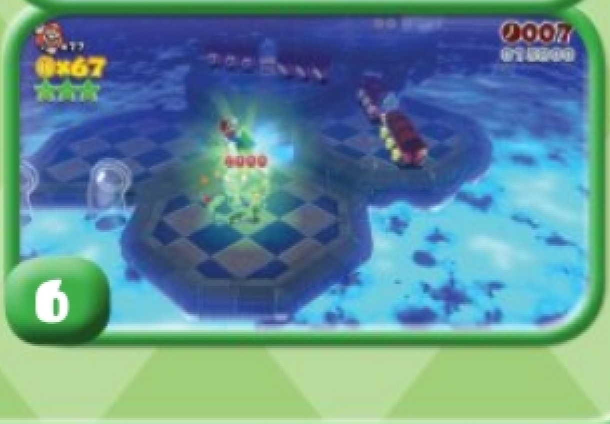



5

GREEN STAR #3

After crossing the Thwomp section, take one of the two Clear Pipes over to the next set of platforms (or jump across the blue lava, if you're using a Tanooki Power-Up or Princess Peach). Ground pound the glowing spot near the Red POW Block platforms to reveal the third Green Star.

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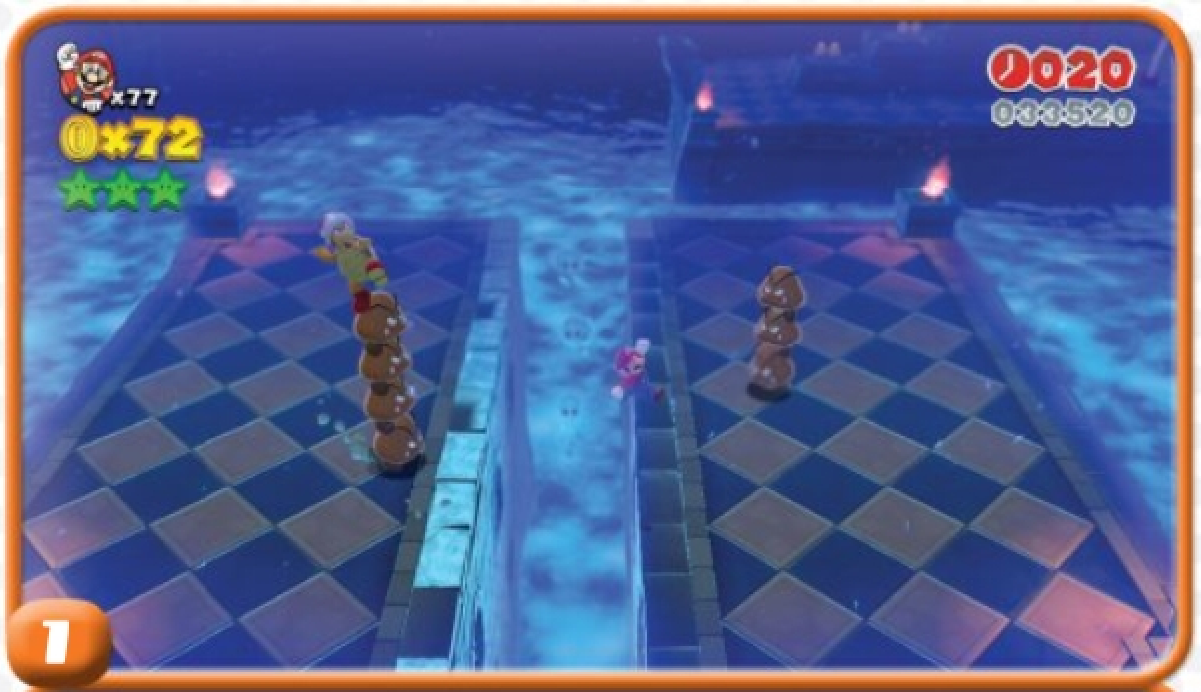

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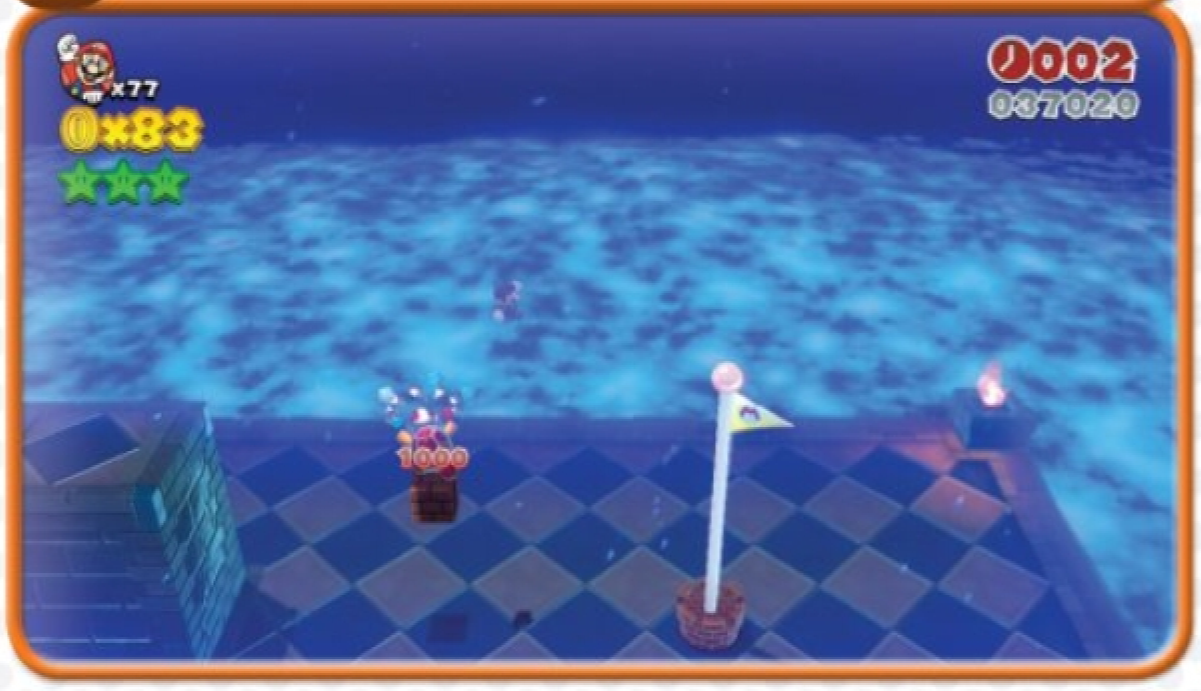
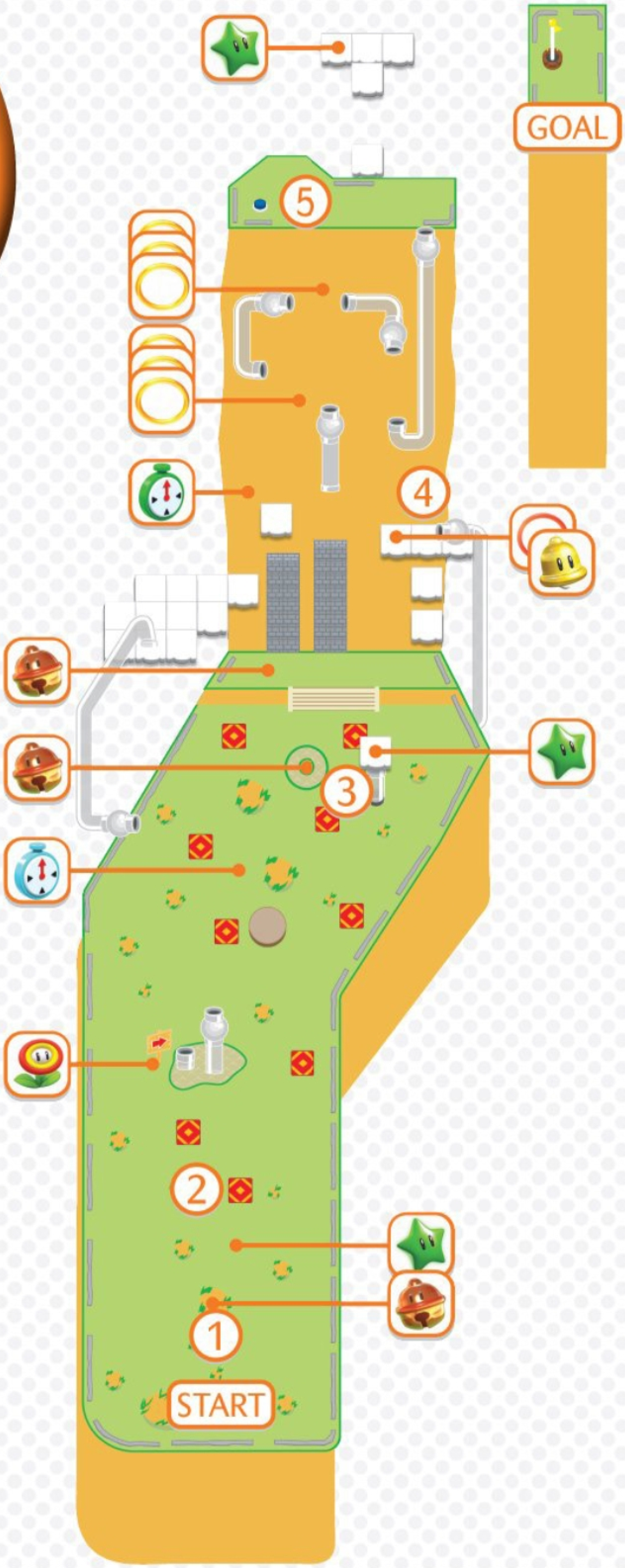


Before you can even reach the Goal Pole, you've got to take out the Fire Bro on this set of platforms. Defeating him will also take out the Goomba Tower and summon a Warp Box for you to use. Once you reach the Goal Pole zone, if you're lacking a Cat Power-Up, you'll have to use a Fire Bro to jump high enough to the top of the pole.

WORLD FLOWER-5: Sprawling Savanna Rabbit Run

LEGEND

- + Clock
- Fire Flower
- Gold Ring
- Green + Clock
- Green Star
- Lucky Bell
- Red Ring
- Super Bell



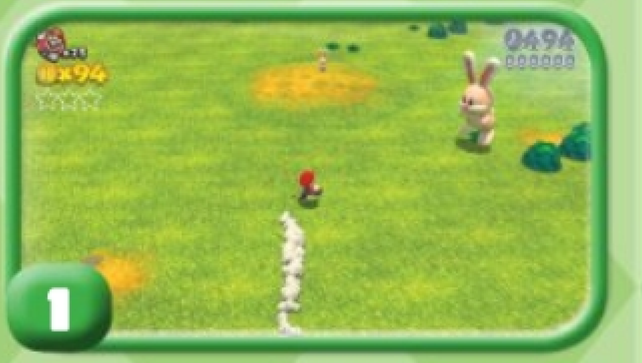
NOTE

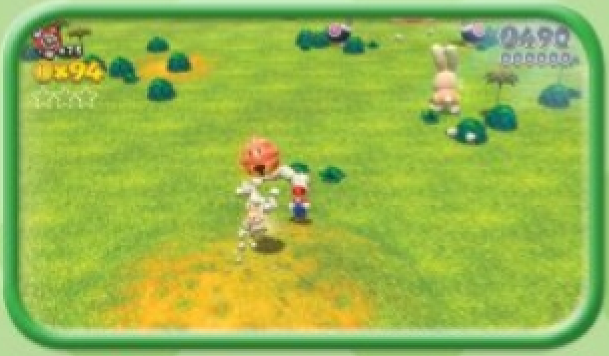
Toad Is Your Fun Guy

The third Green Star in this level requires you to use Toad to hit a Character Switch.

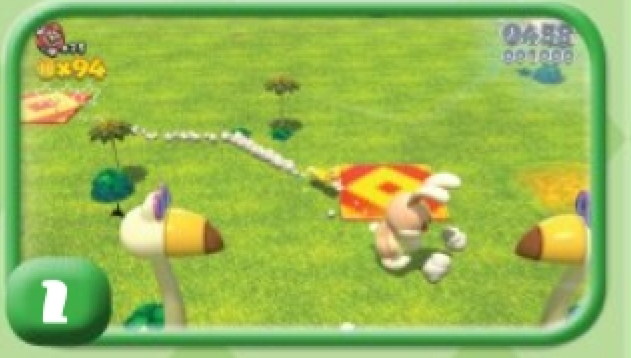
GREEN STAR #1

You're given a lot of time in this level for a reason: The first Green Star is on a Mega Rabbit, and this guy is incredibly fast and difficult to catch. He leads you on a merry chase around and over obstacles and past dangerous Conkdors. Fortunately, you've got two things working in your favor.





First, there's a Rabbit fairly close to where the Mega Rabbit starts off. He's much easier to catch, and he gives up a Lucky Bell when you do reach him. This helps you dash faster.

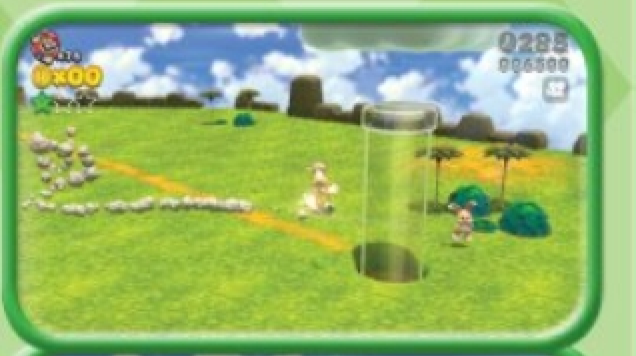


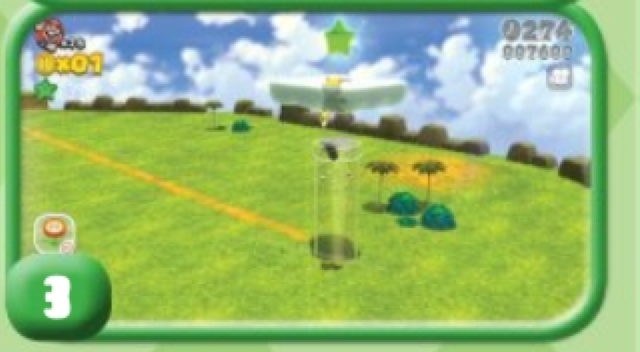
Second, the field is dotted by many Dash Panels, and the Mega Rabbit's run takes him close to these panels. Use them to build up speed quickly, and by no means should you do anything but run at him as fast as possible. Jumps only slow you down—even jumps over water hazards. Aim for Dash Panels, and focus on your run, and you should catch the Mega Rabbit fairly quickly.

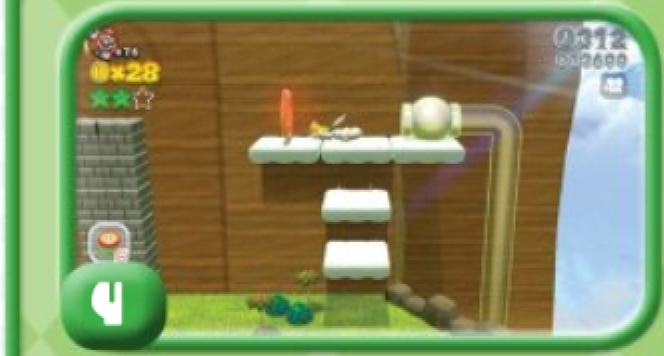
You can touch the Rabbits and the Mega Rabbit with the touch screen, which stuns them momentarily and makes it easier to catch them.

GREEN STAR #2

After all that running, the second Green Star is considerably easier, especially if you have the Lucky Cat Power-Up. You'll see a Clear Pipe with a cloud platform above it. You can climb the pipe and leap up onto the platform to claim the star. You can also use a crouch jump to get on top of the pipe, and reach the star.



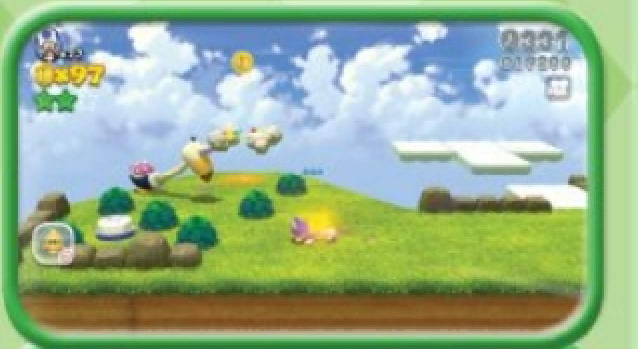


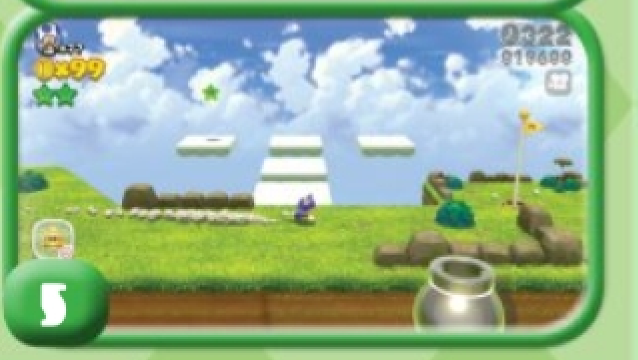


If you want to take a more scenic route to this Green Star, you can take the proper entrance to the Clear Pipe and use that to get to the cloud platform.It's easy to spot this entrance: It's right next to a Red Ring on a series of cloud platforms near the mountain.

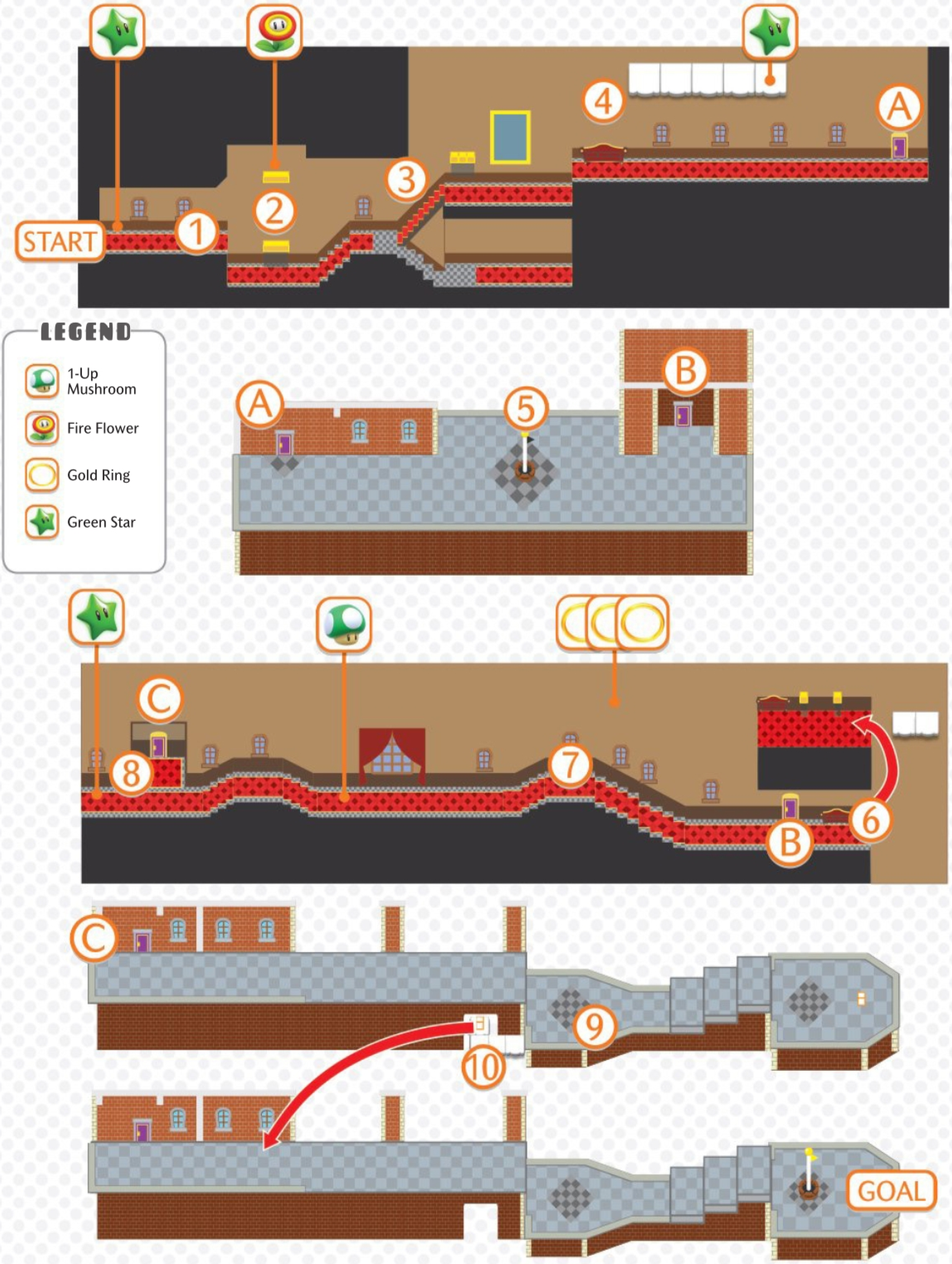
GREEN STAR #3

At the top of the mountain, two Conkdors protect a Character Switch. The third Green Star requires you to bring Toad to the summit to hit that Character Switch. This causes the star to appear over the precarious set of cloud platforms right in front of the Goal Pole. Remember, losing a life now will send you back to the start of the level, so be careful!



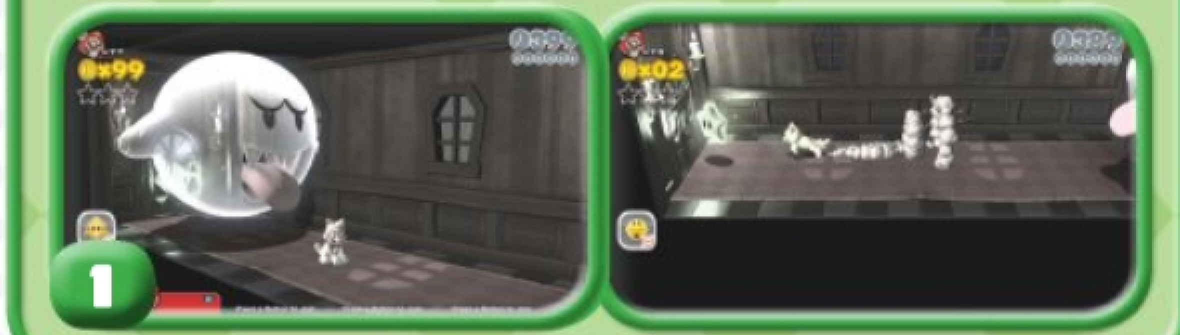


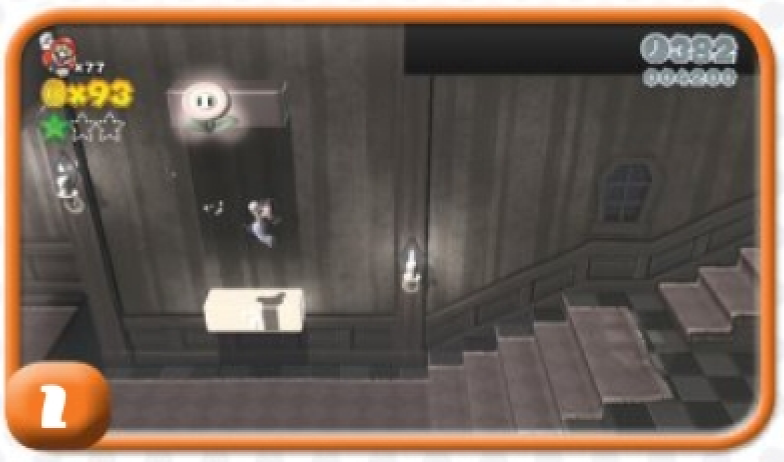
WORLD FLOWER-6: Shifties Boo Mansion


START
1
2
3
4
A
LEGEND
1-Up Mushroom
Fire Flower
Gold Ring
Green Star
A
5
B
C
8
7
B
6
C
9
10
GOAL

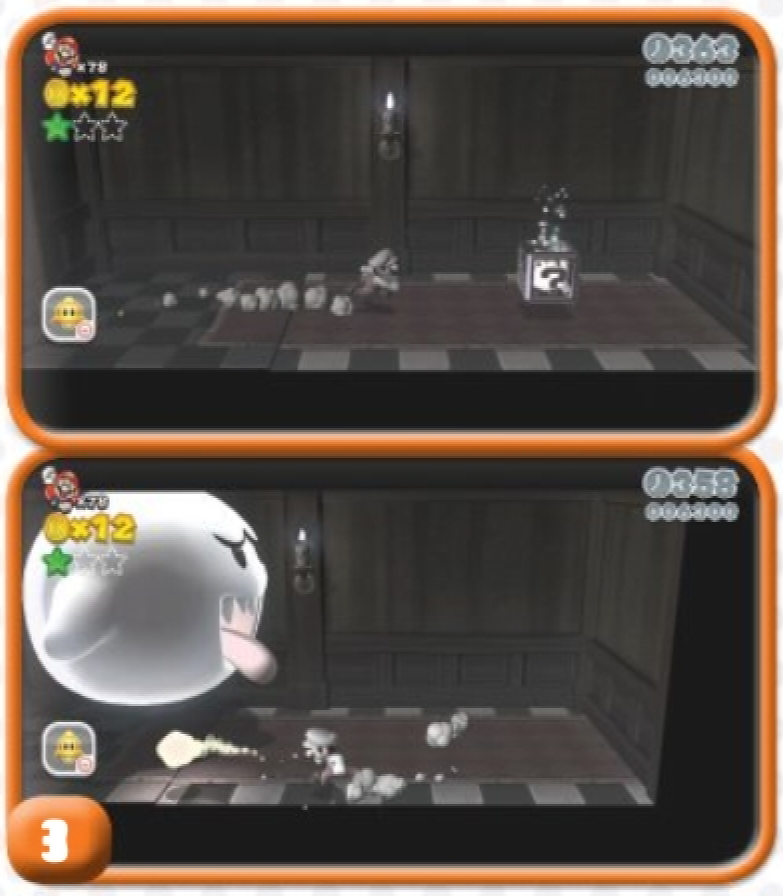
GREEN STAR #1

The level begins with a bit of a scare: A Big Boo rushes at you from behind! Draw the ghost forward toward the larger room, then double back to the start to find the first Green Star waiting for you.


1


2

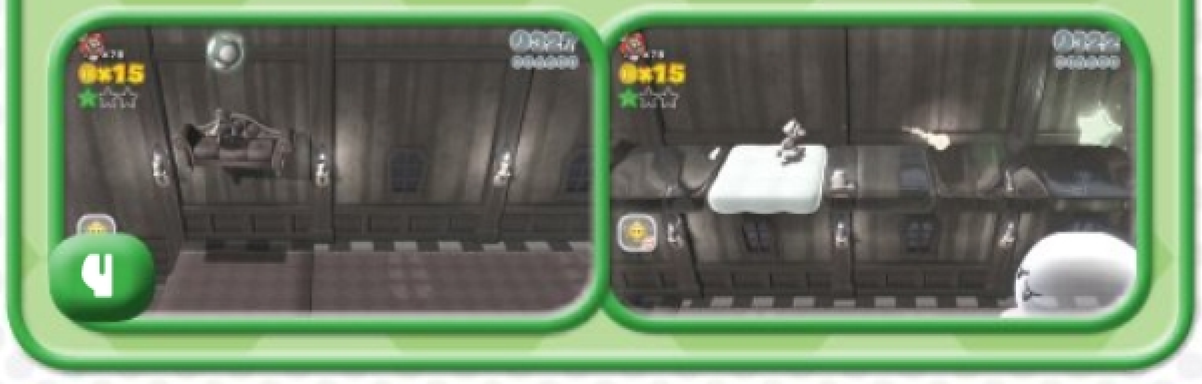
You can pick up a Fire Flower early on, and it's definitely a recommended Power-Up for this level. Disrupting the Big Boos with fireballs makes it easy to get past narrow passages that they fill up.

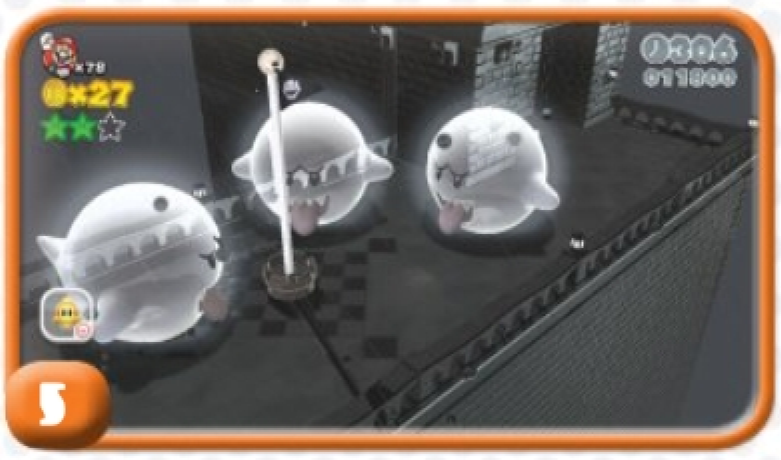

3

When you get to the stairs leading up or down, the correct path is the upper route. The lower route leads to a dead end, a fake Mystery Box, and a Big Boo ambush.

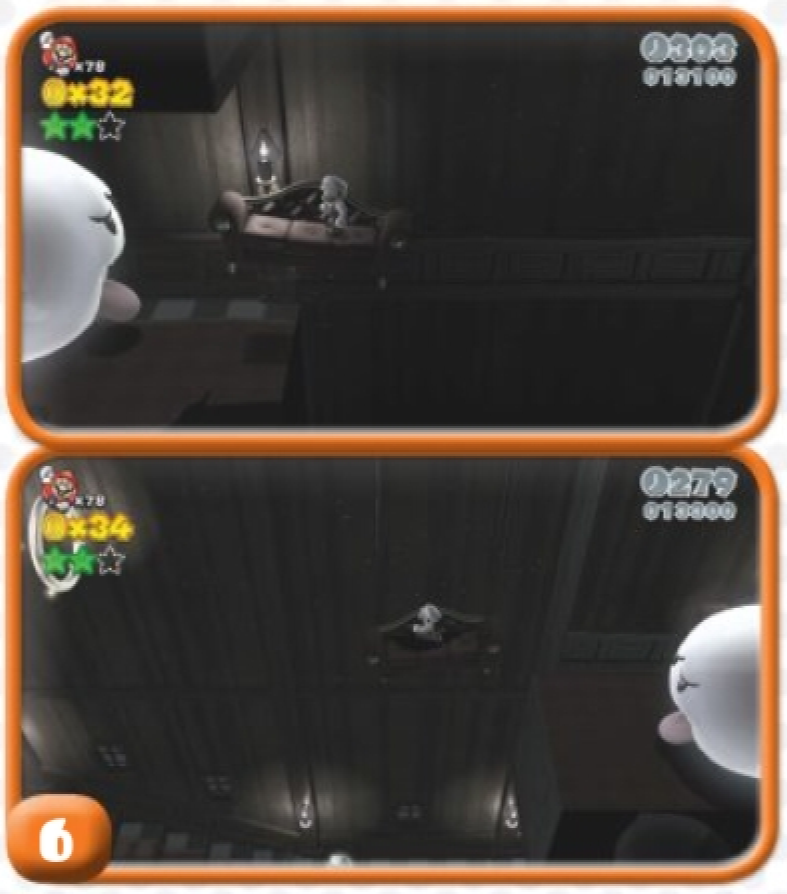
GREEN STAR #2

You see a couch just past a blank painting on the upper route. Stand on the couch to be taken up to a 1-Up, and more importantly, to the right of the couch is an invisible bridge leading directly to the second Green Star.


4

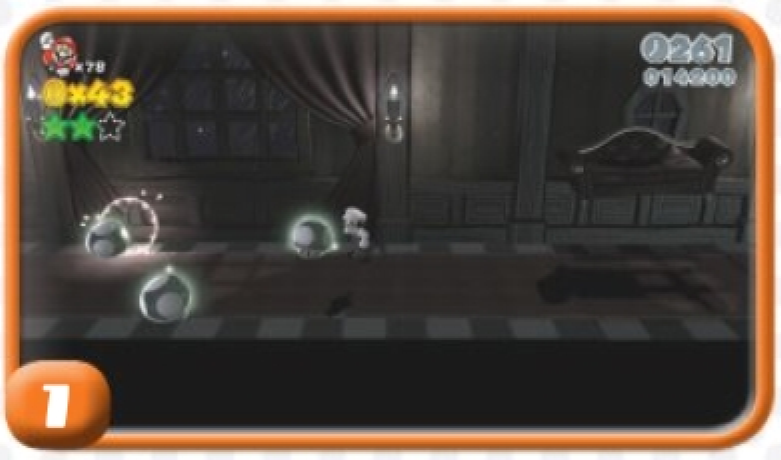

5

The first Goal Pole you find is a fake, and approaching it only summons a trio of Big Boos to attack you. Dash past them and get to the next door!

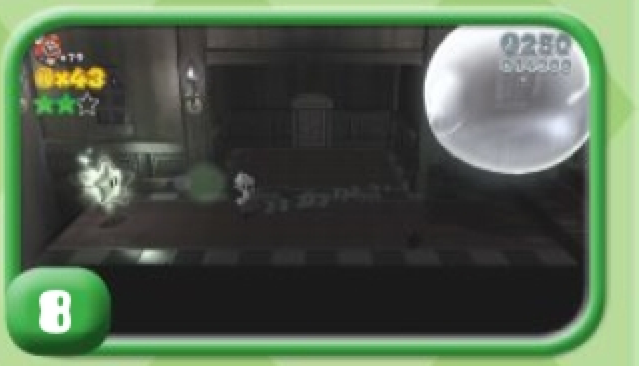

6

After you get back inside the mansion, you can take the couch elevator to the right of the door to bypass the nearby Big Boo via an upper route, but you'll have to contend with another Big Boo there as well. You can use the couch you find next to the second Big Boo and bypass a lot of ghostly trouble on the lower floor.

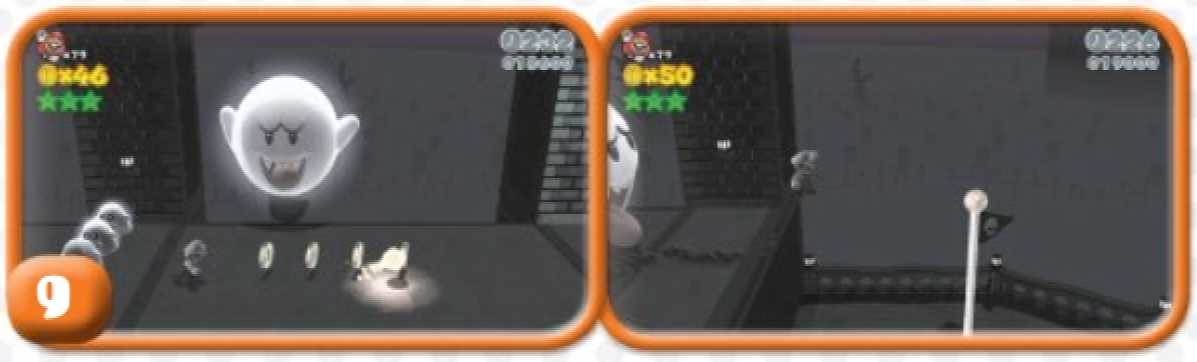
The trip to the left looks to be filled with 1-Ups. Sadly, most of these are fake.


7

GREEN STAR #3

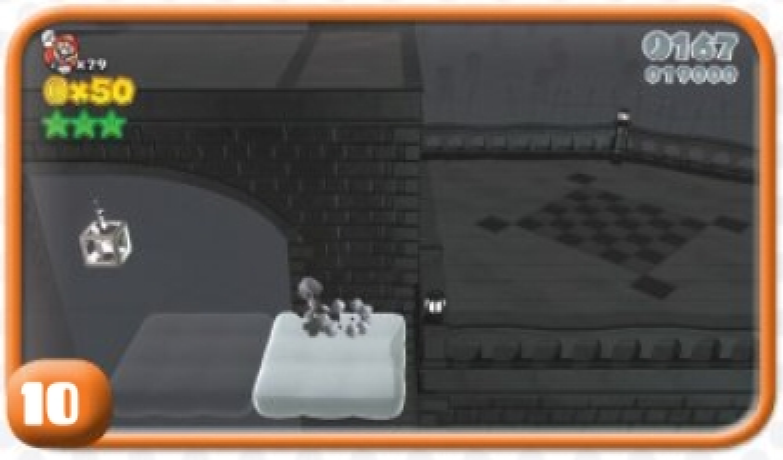

8

You can see the third Green Star near the exit door at the end of this corridor. However, the ground beneath it is constantly falling into the abyss bellow. You have to swoop in quickly to grab it and leap to safety, despite the floor's efforts to shove you into oblivion.

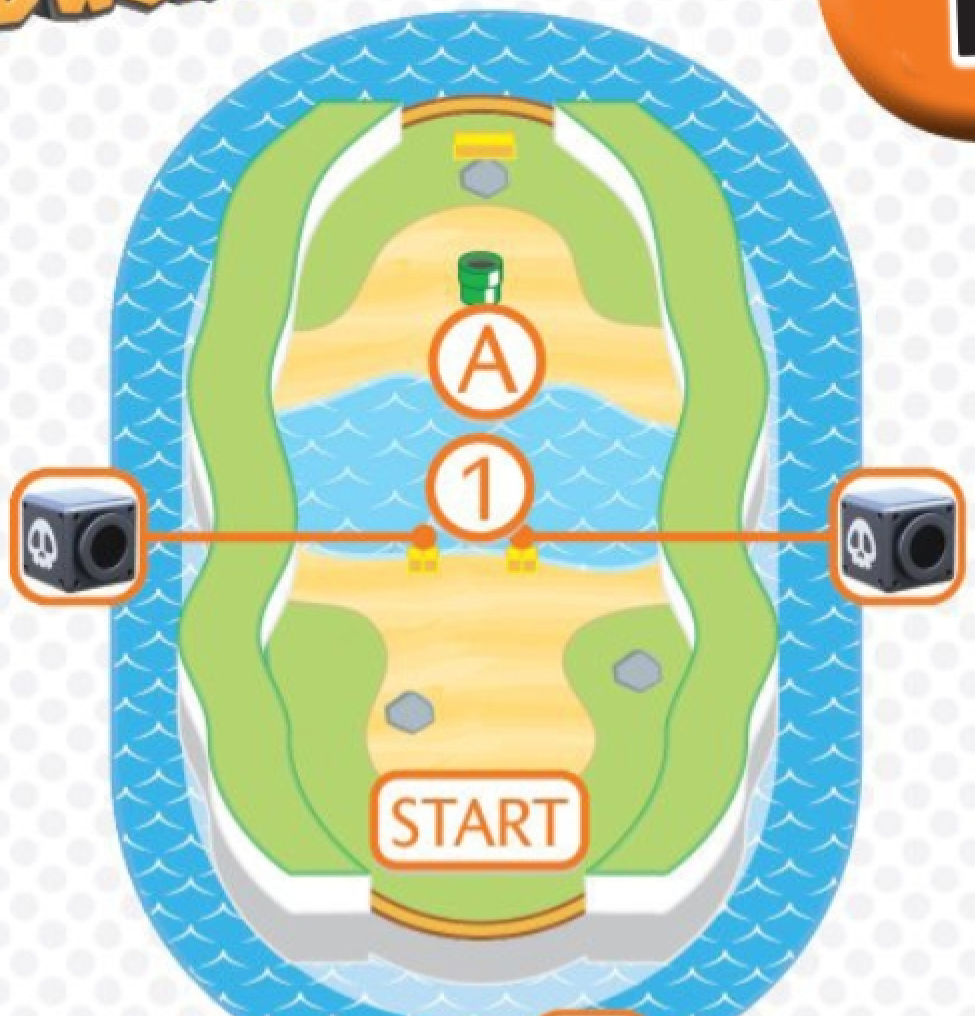

9

The final stretch to the Goal Pole will seem familiar: After evading waves of Peepas and attacks from Big Boos, the first Goal Pole you find is a fake! There's a dead end with a Warp Box that takes you back to the start of this last run!

The true path to the exit is closer than you think. Investigate the pictured balcony near the fake Goal Pole's location, and you can reveal another Warp Box, along with invisible platforms leading to it. This warps you to one last area where the true Goal Pole awaits.

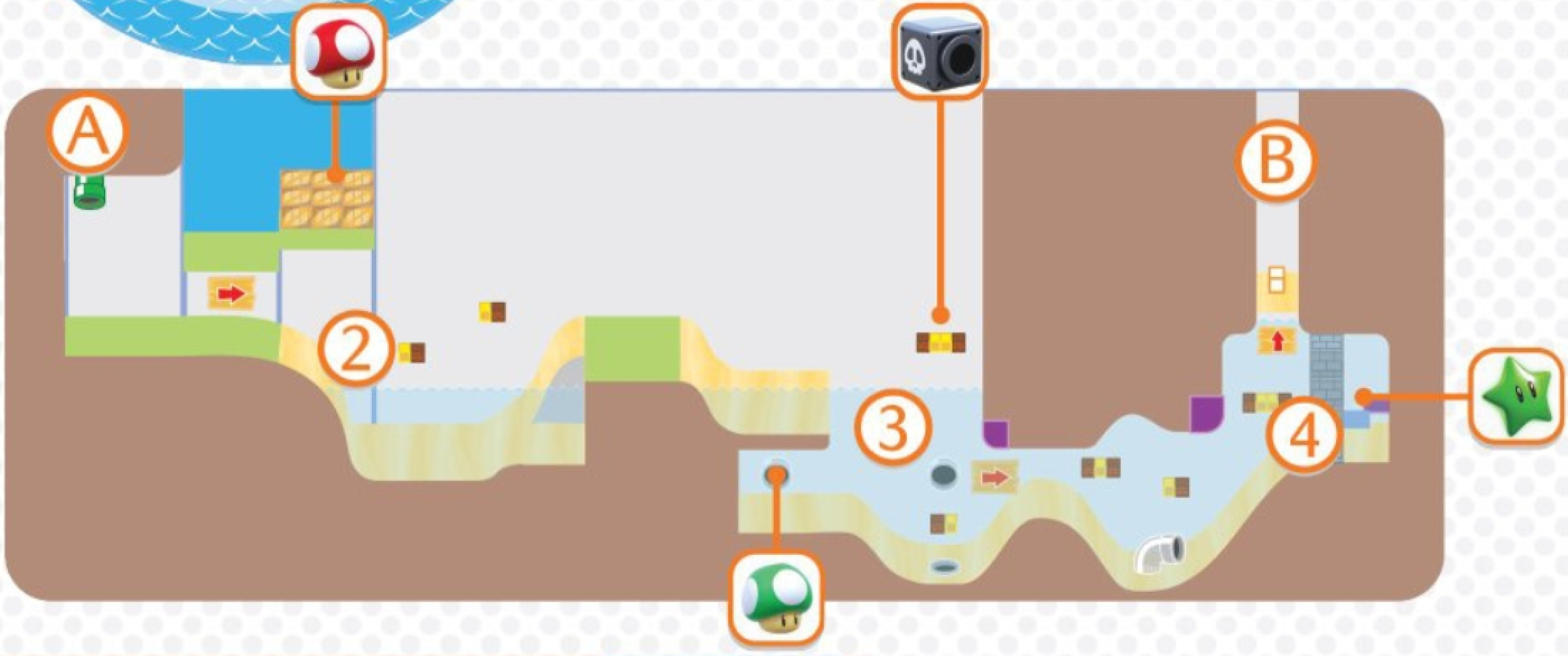

10

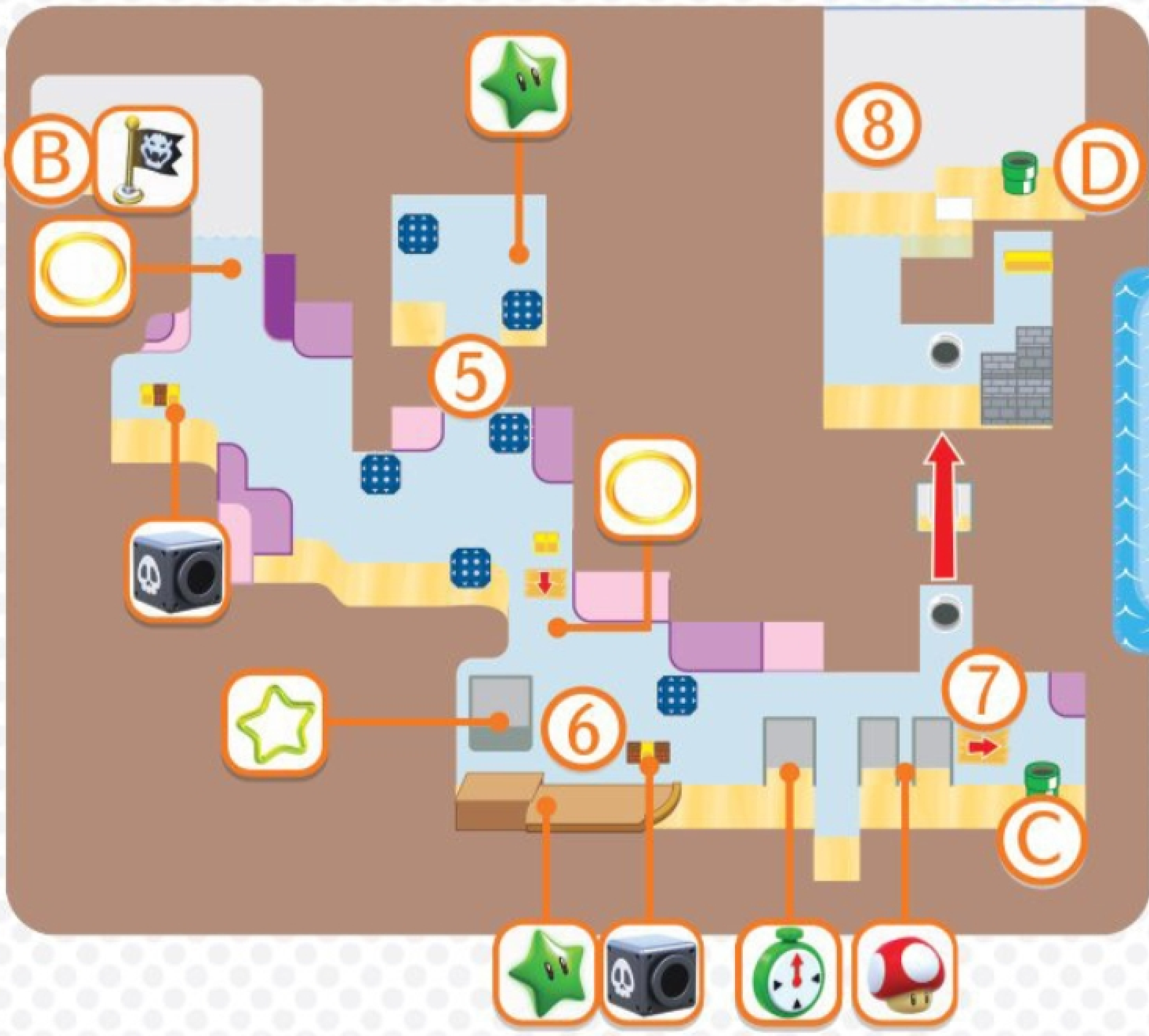
WORLD FLOWER-7:
Pipeline Boom Lagoon

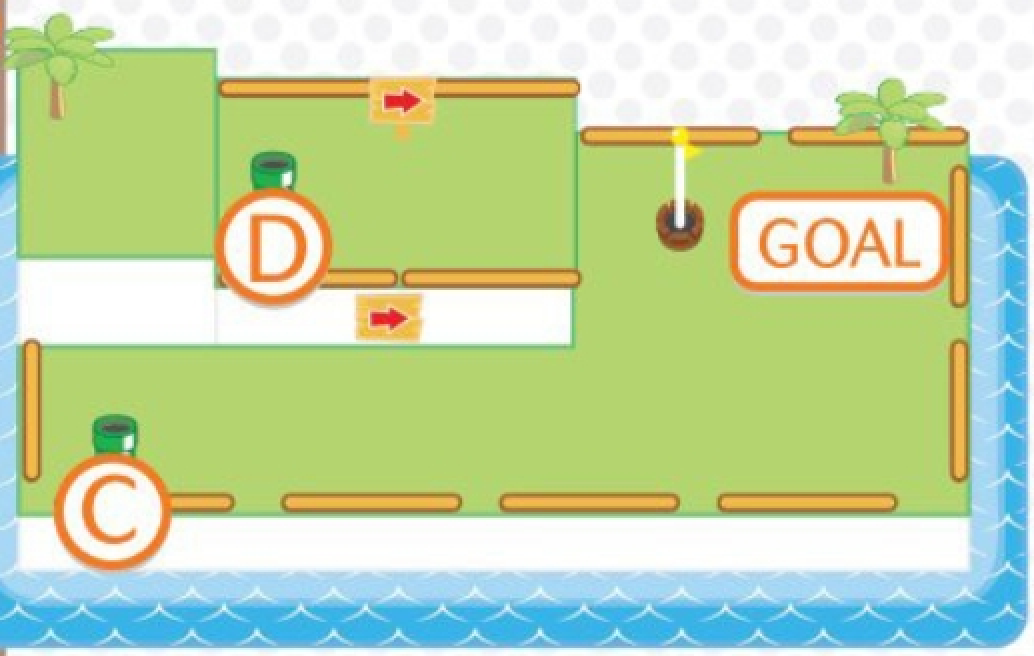


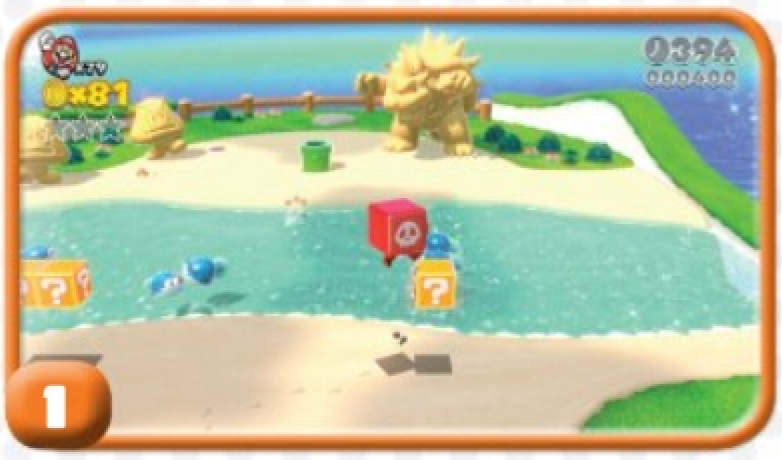
LEGEND

- 1-Up Mushroom
- Cannon Box
- Checkpoint Flag
- Green + Clock
- Green Star
- Gold Ring
- Green Star Ring
- Super Mushroom



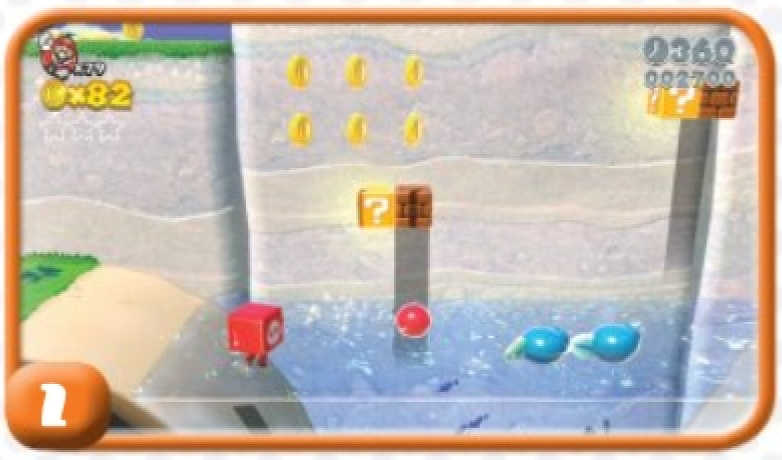


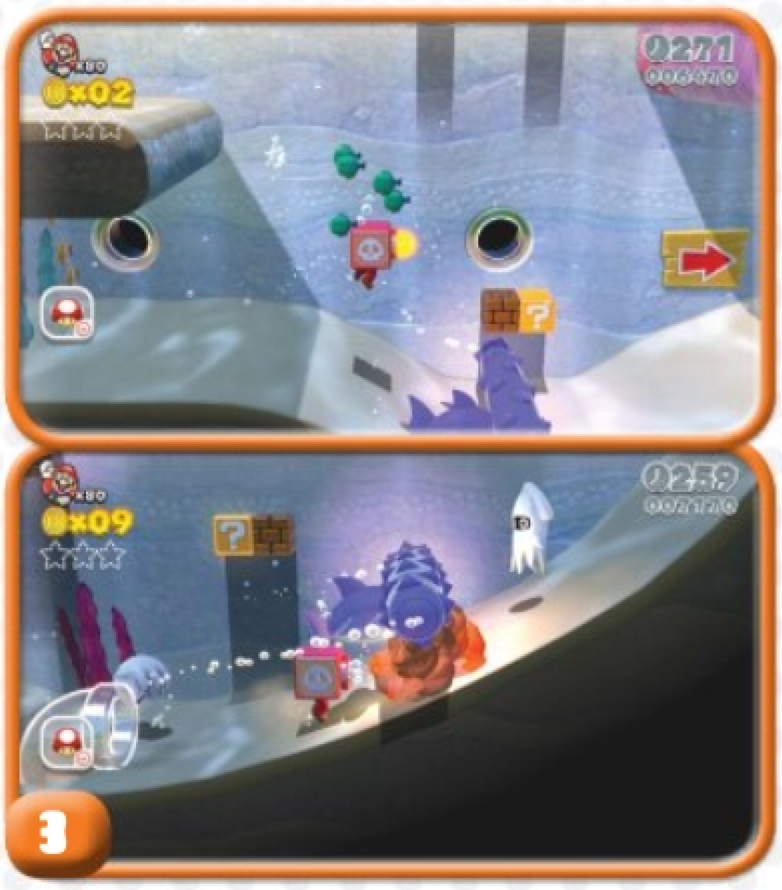




Pick up a Cannon Box from one of these ? Blocks right away; you'll need one for retrieving Green Stars later in the level.

You can create bridges from these ? Blocks to explore the upper areas of this section, but there's no pressing need to do so. You aren't near a Green Star just yet. Be careful around the Madpoles infesting the waters here.

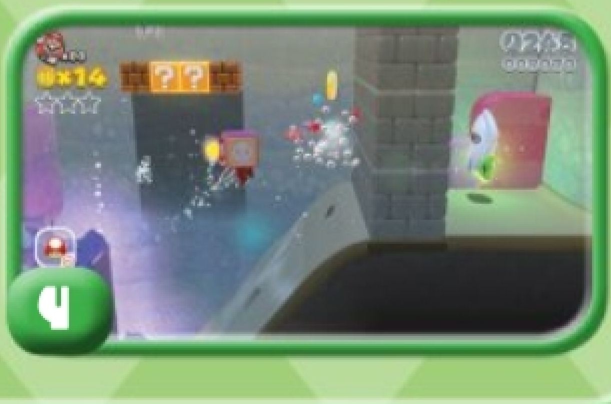




Explore this first Clear Pipe you find for a 1-Up. Another Clear Pipe below this one takes you farther into underwater caves. Rammerheads are swimming through the area, so be ready to move out of their way. Even the Cannon Box can't stop them. Bloopers also make an appearance here.

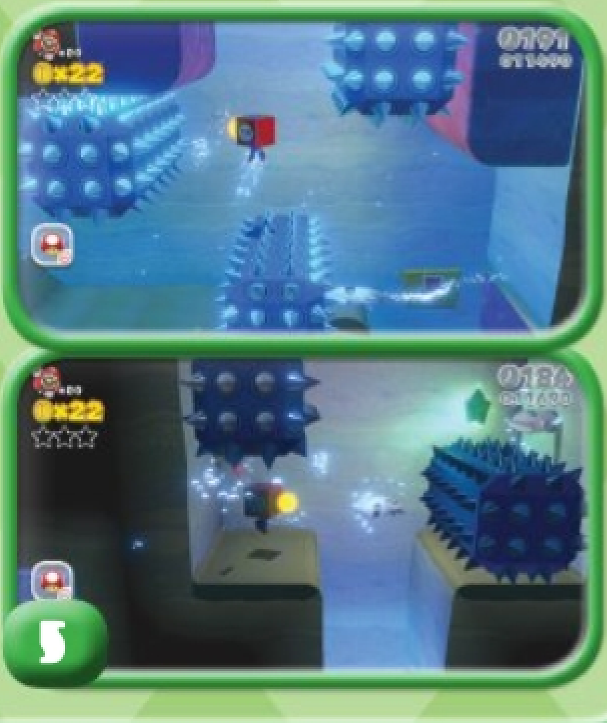
GREEN STAR #1

Here's a Rock Block wall that must be blasted apart by the Cannon Box. Behind the wall is a Blooper and the first Green Star.



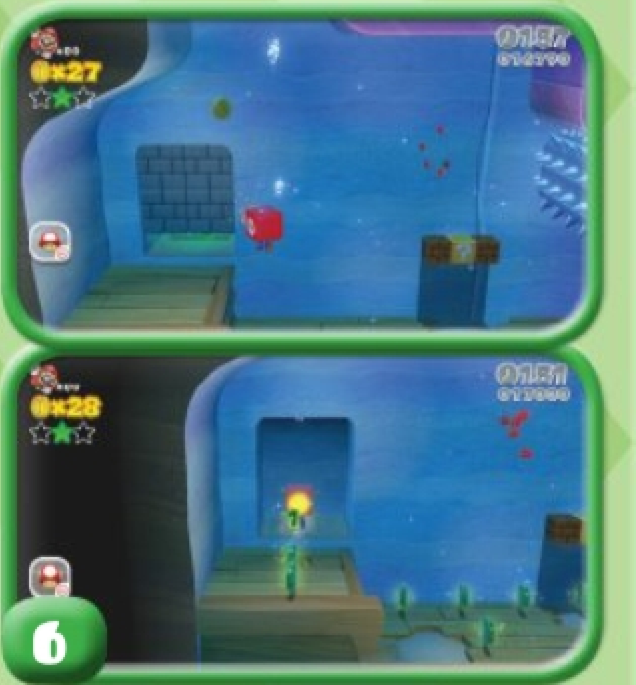
GREEN STAR #2

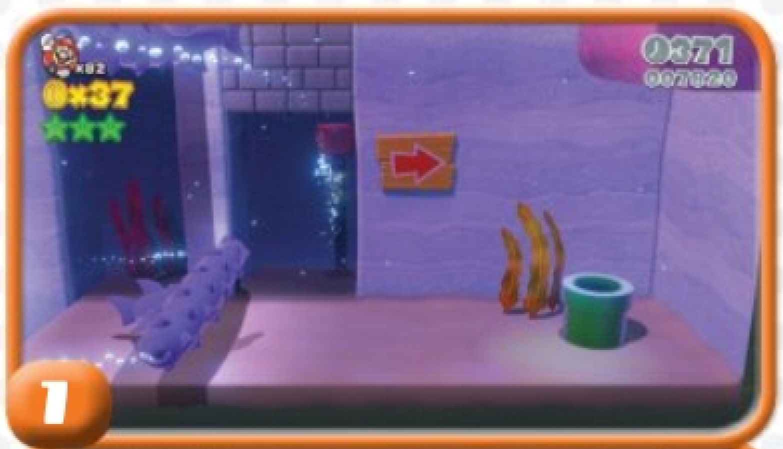
When you reach these Spike Blocks, swim up toward the roof of the cave to find a side passage. This passage takes you to a room filled with Spike Blocks, Bloopers, and the second Green Star.

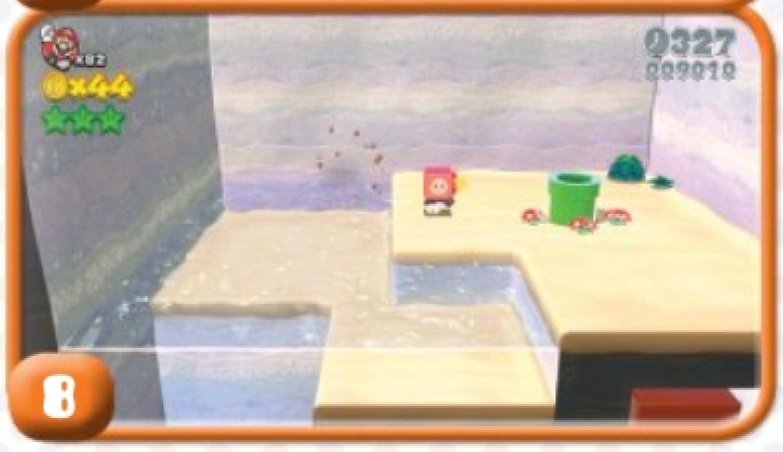


GREEN STAR #3

Deep below the second Green Star is the main path you're supposed to follow. You see an alcove blocked off by Rock Blocks, and behind them is a Green Star Ring. Collect the Green Coins that appear to earn the third Green Star. Use charged cannon shots on the wall near the Green Coins to pick up many at once without having to actually touch them.

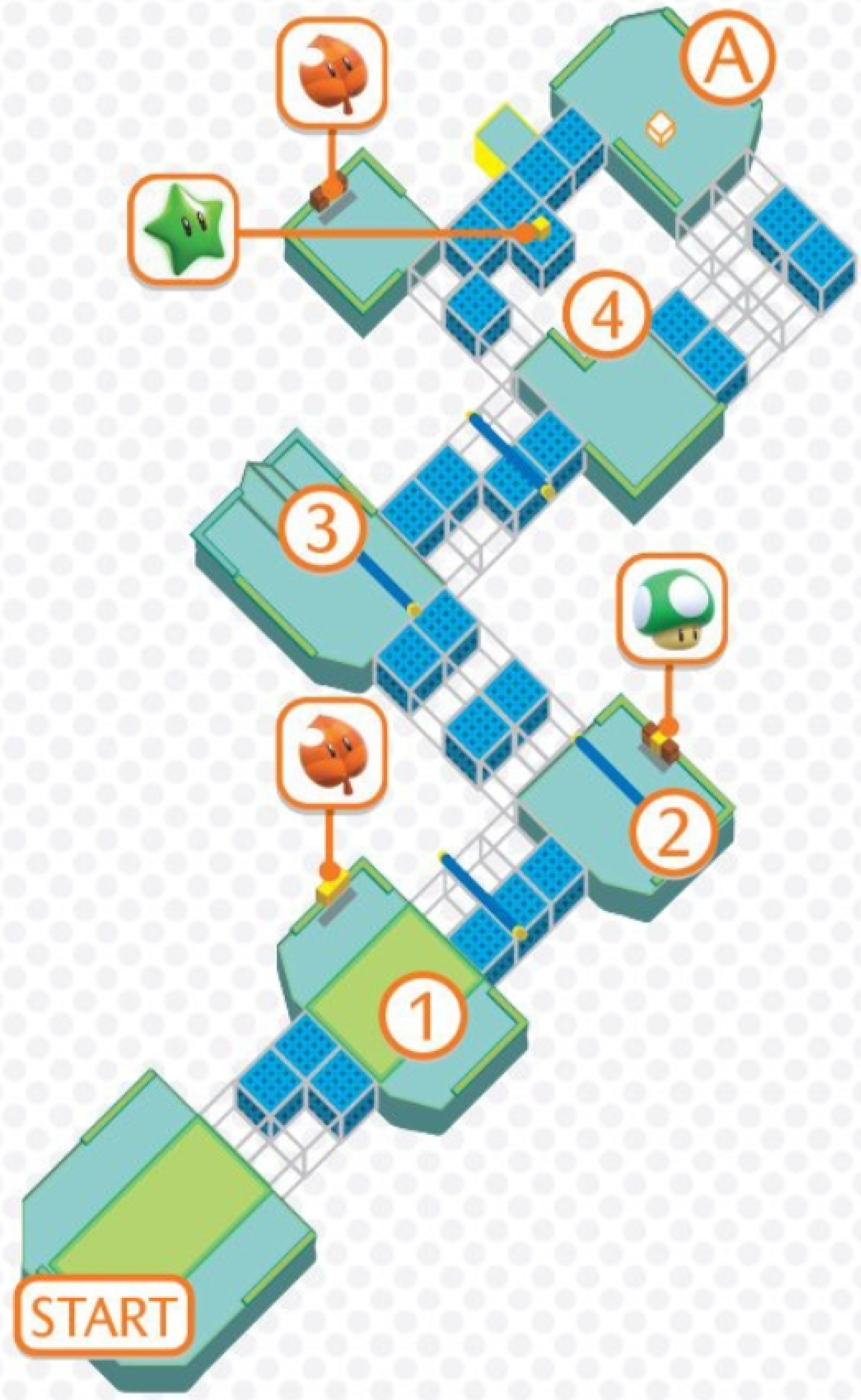


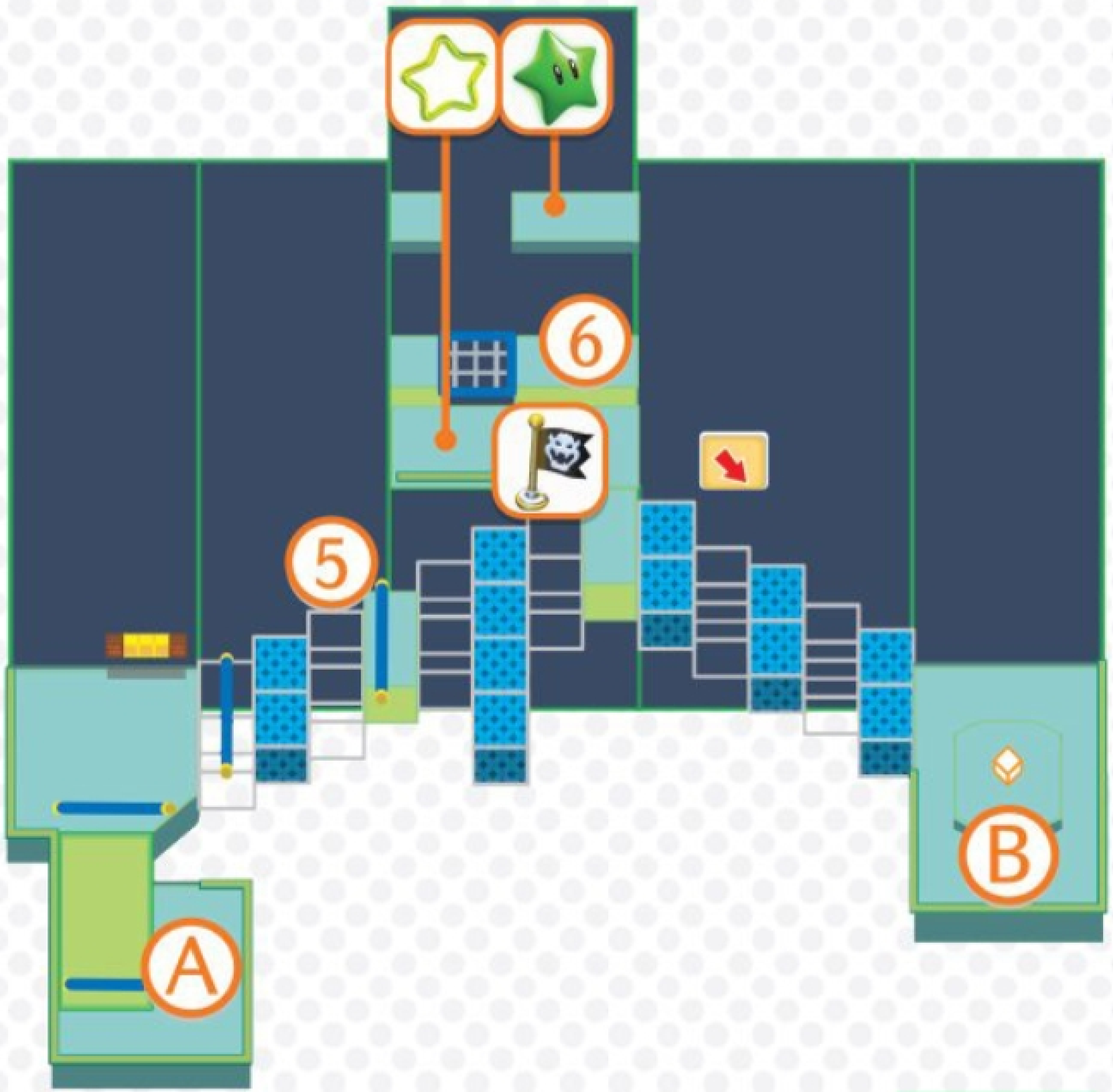


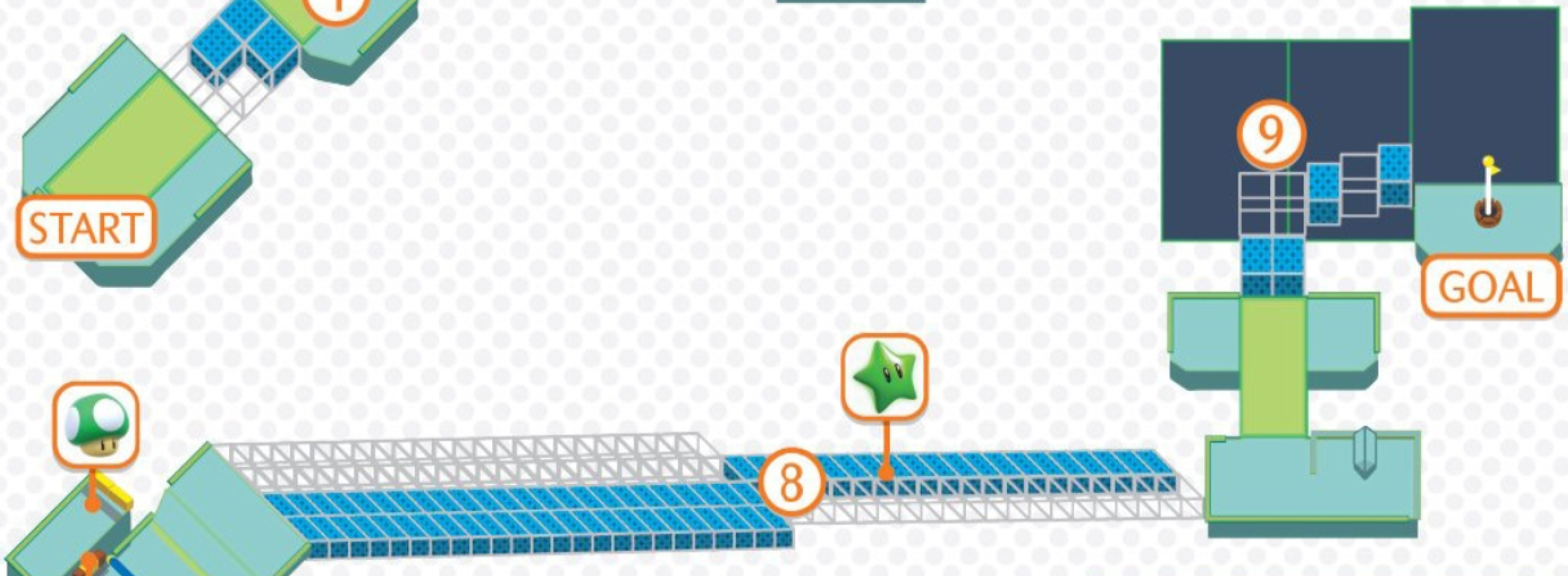


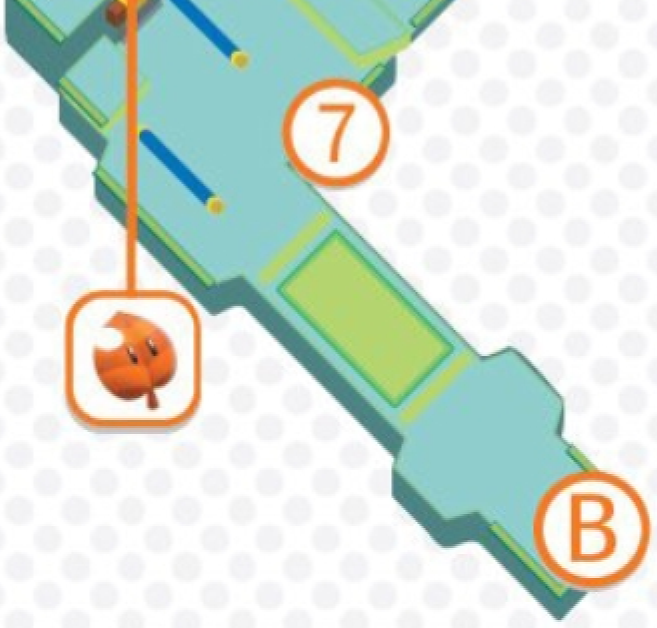
Ignore the pipe you encounter shortly after picking up the third star. Instead, blast apart the Rock Blocks in the alcove next to it, and swim up the alcove to take a side route that will ultimately put you in better position to reach the top of the Goal Pole.

WORLD FLOWER-8:
Blast Block Skyway



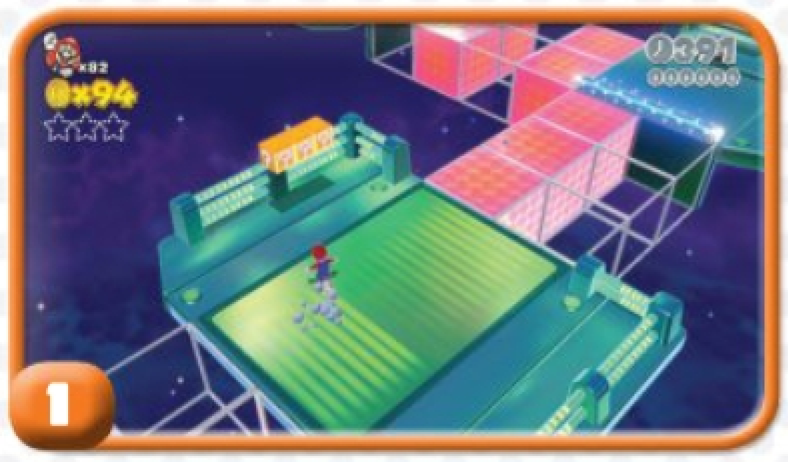




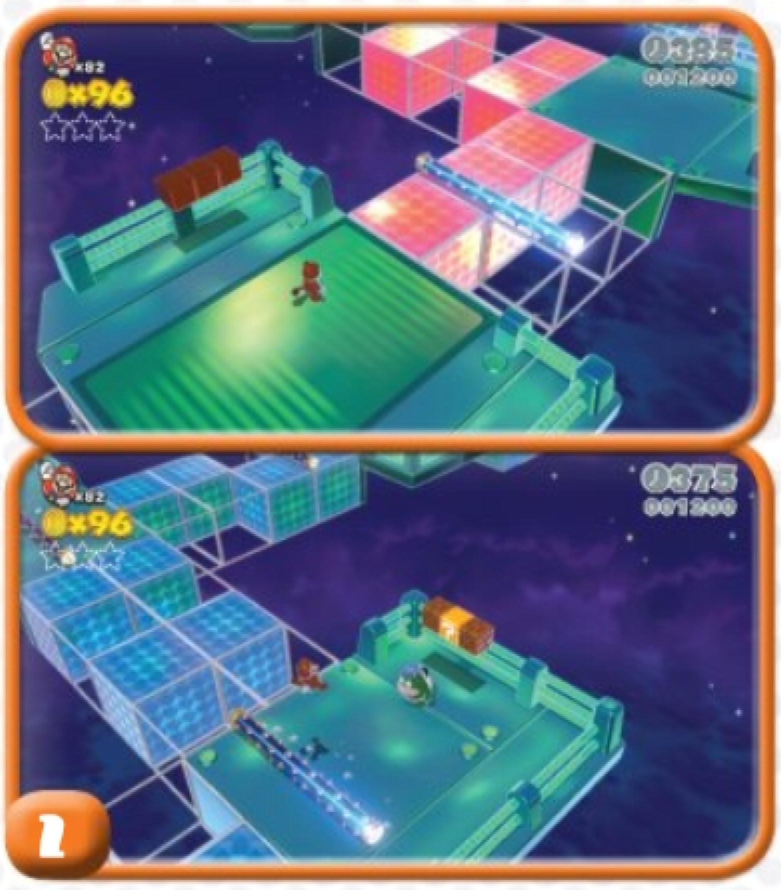


LEGEND

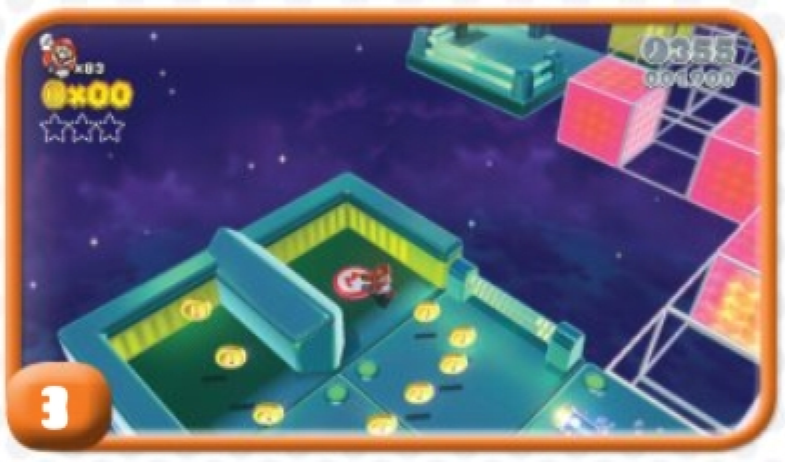
- 1-Up Mushroom
- Checkpoint Flag
- Green Star
- Green Star Ring
- Super Leaf


1

“Scary” is a great word to describe this remixed course. Previously, the Beep Blocks would give you a few game seconds before switching between the red and blue sets of blocks. You have less than a second now. You must time your runs and jumps across these blocks carefully. Hold onto that Super Leaf that you can snag at the beginning of the level!


2

Complicating things here are the Spikes. Their deadly rollers can make navigating the Beep Blocks harder than it already is.

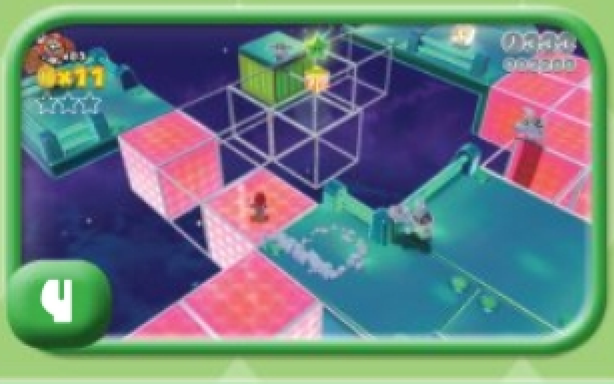

3

There's a Character Switch in this level, but it only summons Coins and is not a high priority.

GREEN STAR #1

The first Green Star hovers over a ? Block that hangs over a set of blue Beep Blocks. If you're without a Tanooki Power-Up, it's easiest to approach the star from the south, jumping off a red Beep Block just before it disappears so that you can land on the blue Beep Block underneath the star just as it appears. Another quick hop up should get you to the star. Complicating this plan is the presence of Parabones, though you can also bounce off them in a pinch.

The Super Leaf can make getting this Green Star much easier. Additionally, Luigi, Peach, and Rosalina all have very big advantages over the other characters. Luigi jumps high naturally, Peach can float, and Rosalina's spin attack (which is only available when she has no Power-Ups equipped) can act as a double jump.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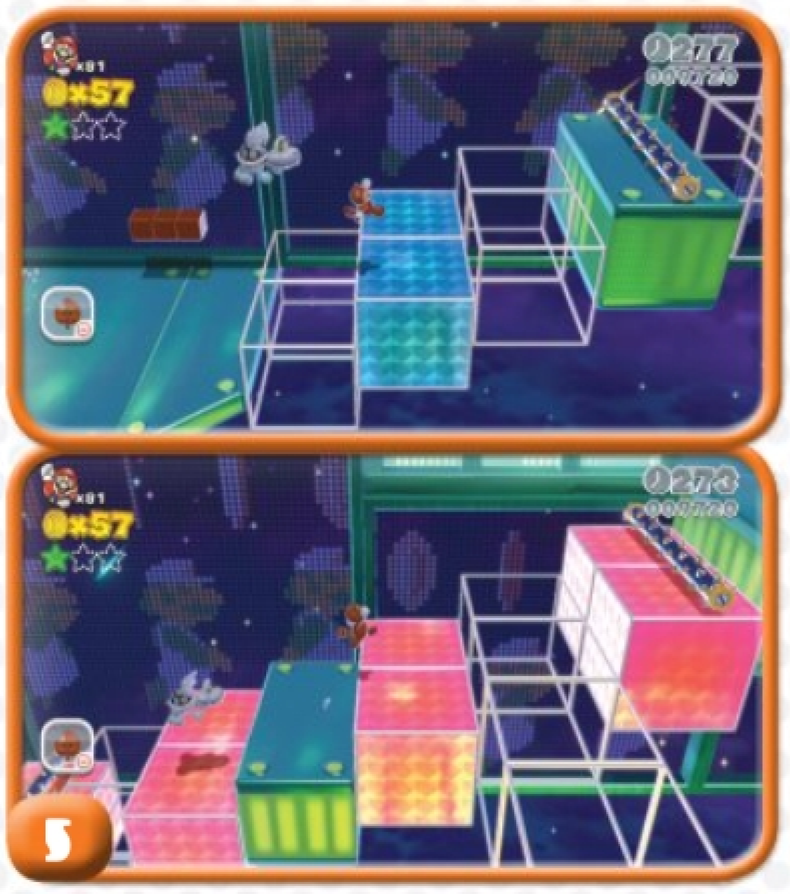
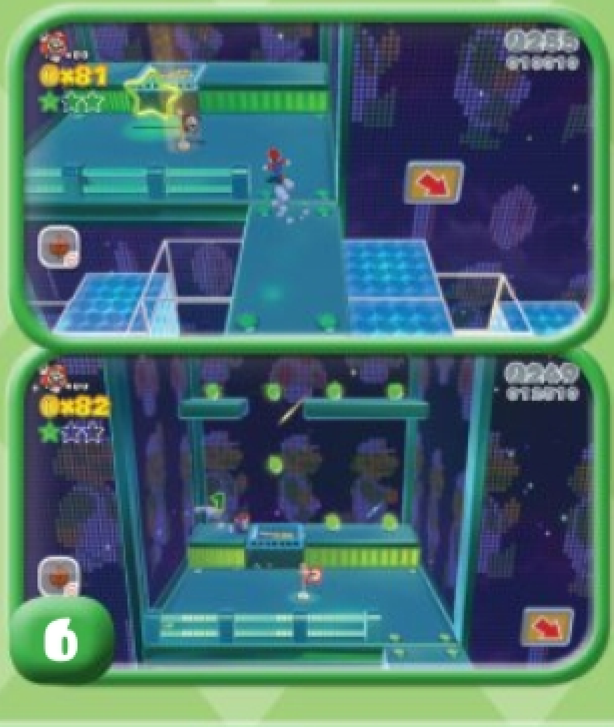

5

This is a tough stairway to climb. You've got a Spike at the top throwing down his rollers combined with rapidly switching blocks. Once you start climbing, you have to maintain a specific jumping rhythm until you reach a safe zone.

GREEN STAR #2

A small mercy in this level is the presence of a Checkpoint Flag after the Beep Block stairway, and it's very close to the Green Star Ring you need for the second Green Star. It's not a bad idea to wait until after you grab the second star before touching the Checkpoint Flag, but it might also be wise to grab it first, in case you mess up collecting the Green Coins. To get all the Green Coins, you'll have to blow into the GamePad microphone to raise the Propeller Platform up to the last four Coins.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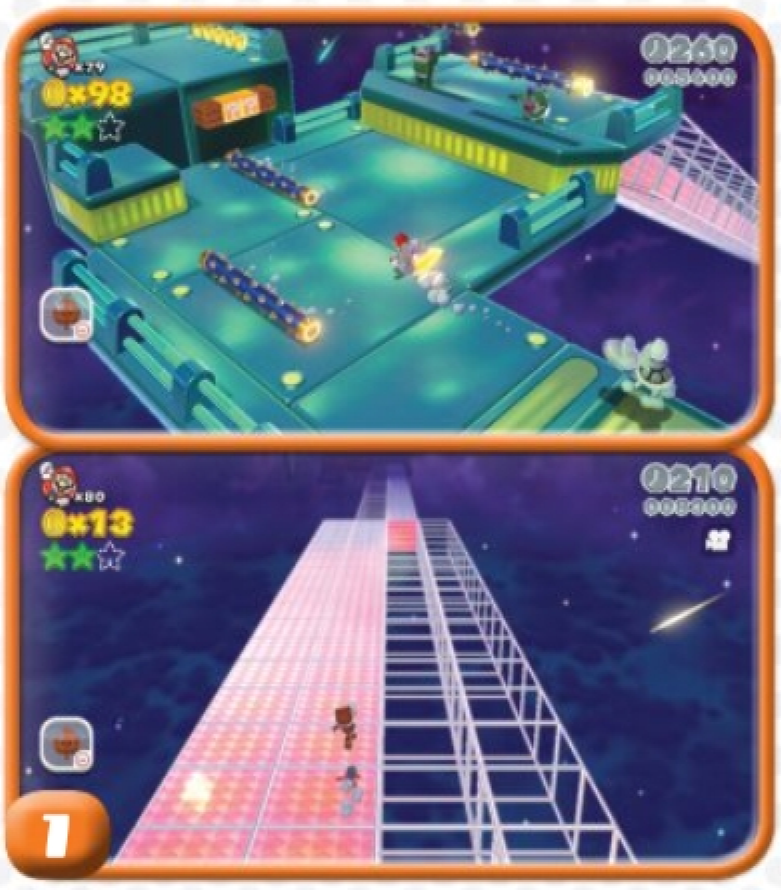
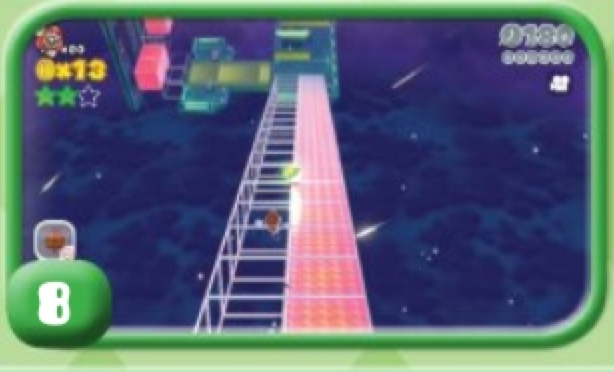

7

After taking the Warp Box just past the Checkpoint Flag area, you're confronted by Parabones and two Spikes guarding the long Beep Block slide down to the Goal Pole zone. Grab a Super Leaf from the nearby ? Blocks, and make your way down this slide.

It's actually not too bad. The blocks switch places fast enough that with well-timed jumps (and maybe some help from your Tanooki Power-Up), you can maintain a steady and relatively safe pace down the slide so long as you don't break your jumping rhythm.

GREEN STAR #3

You find the last Green Star on the latter half of the Beep Block slide, after the two colors have switched sides.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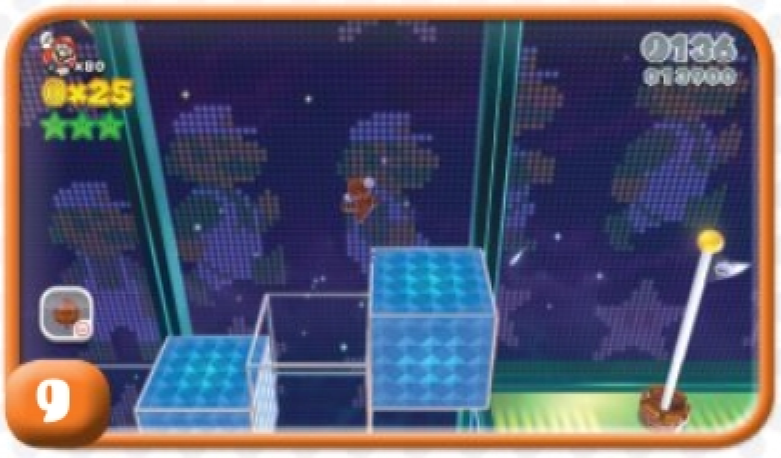
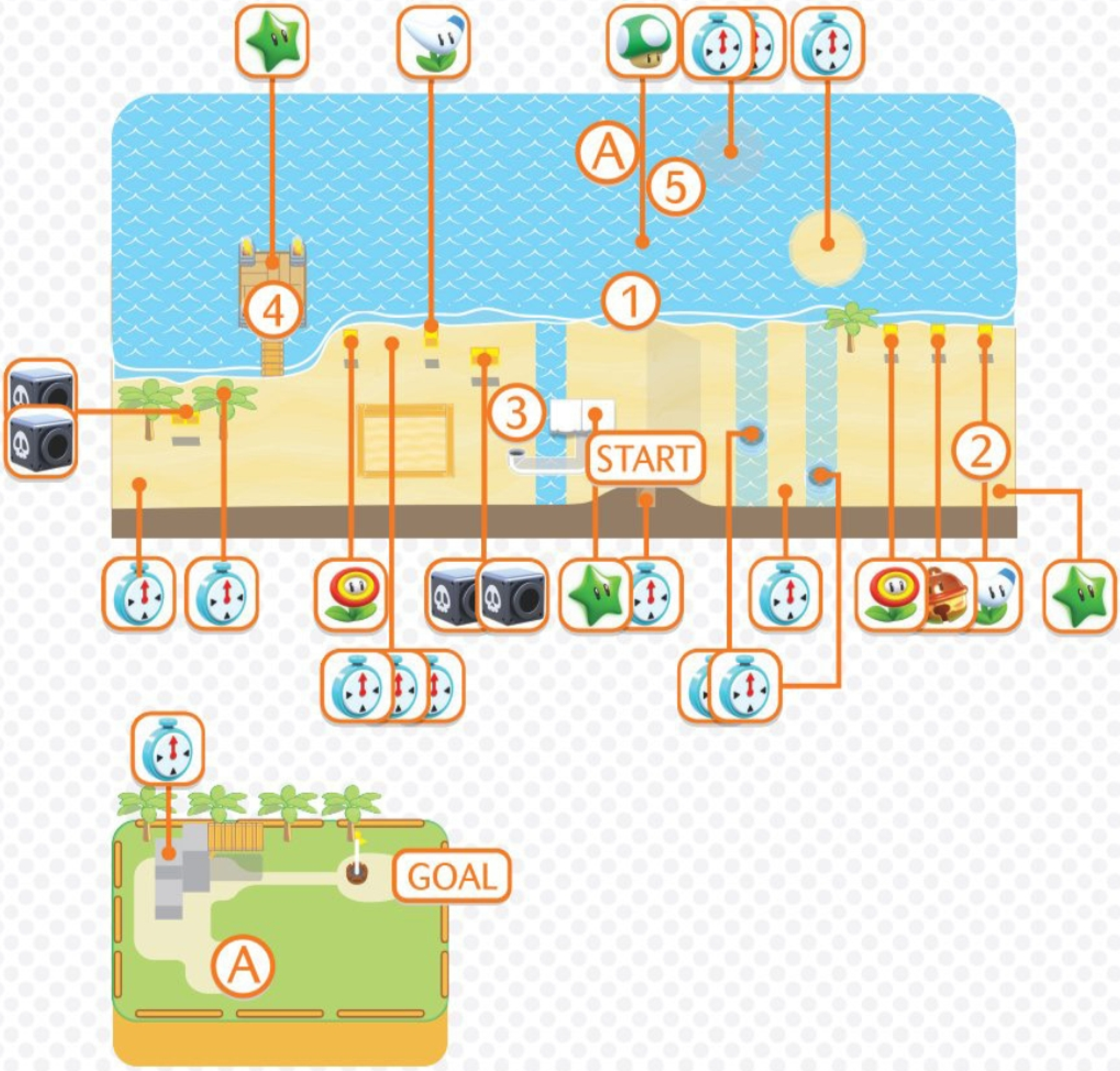

9

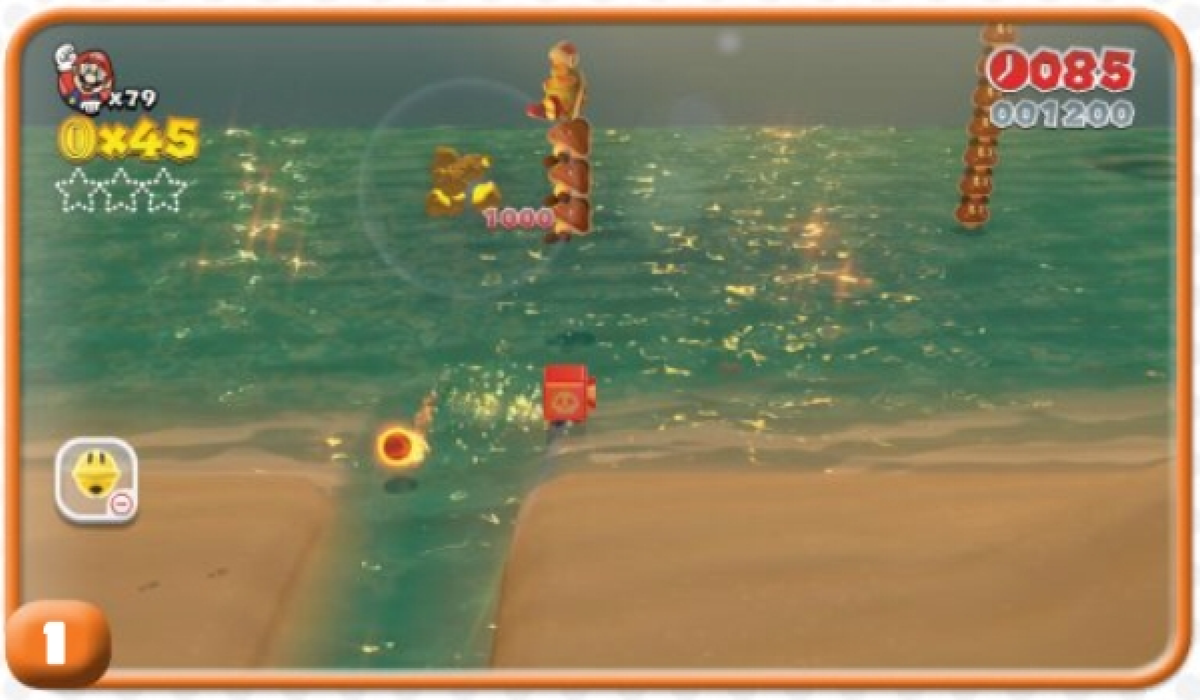
As with the last set of steps you climbed, the Beep Blocks leading up to the Goal Pole do not reward hesitation. Once you commit, keep your jumping rhythm and bore in on the Goal Pole.

WORLD FLOWER-9:
Towering Sunshine Seaside


A
5
4
1
3
START
2
GOAL
A

LEGEND

- + Clock
- 1-Up Mushroom
- Boomerang Flower
- Cannon Box
- Fire Flower
- Green Star
- Lucky Bell



You have 100 clock ticks to get through this level, and the only way to even get the Warp Box to the Goal Pole zone to appear is to eliminate the Goomba Towers and the Fire Bros. commanders. Save these towers for last, bringing a Cannon Box to take them down, or ideally a Lucky Cat Power-Up! The Goomba Towers that must go are all out in the water: three start in front of you, and one of the tower is next to Green Star #1.

CAUTION

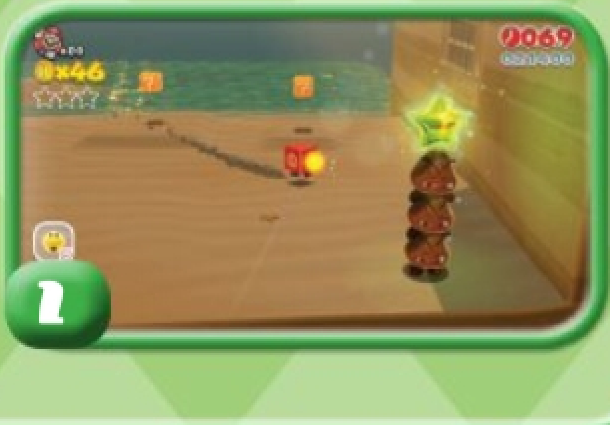
Not Enough Time To Go Around

There are + Clocks scattered through this level, but there's nowhere near enough of them to allow for leisurely exploration. You really need to move from point to point with little deviation, otherwise you probably will not make it.

In the interest of speed and convenience, it is arguably faster to collect the Green Stars out of order.

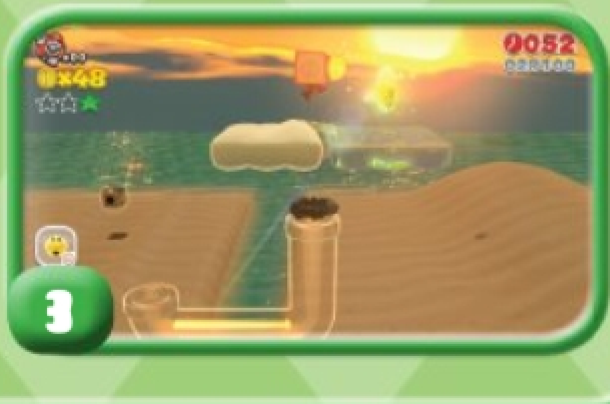
GREEN STAR #3

Go after this star once you've taken out the first three towers of enemies. On the far right side of the beach you can find a sleeping Goomba Tower with a Green Star on top of them. We recommend this star first because it places you near ? Blocks that contain a Fire Flower, Lucky Bell, and Boomerang Flower, all of which can be useful here.

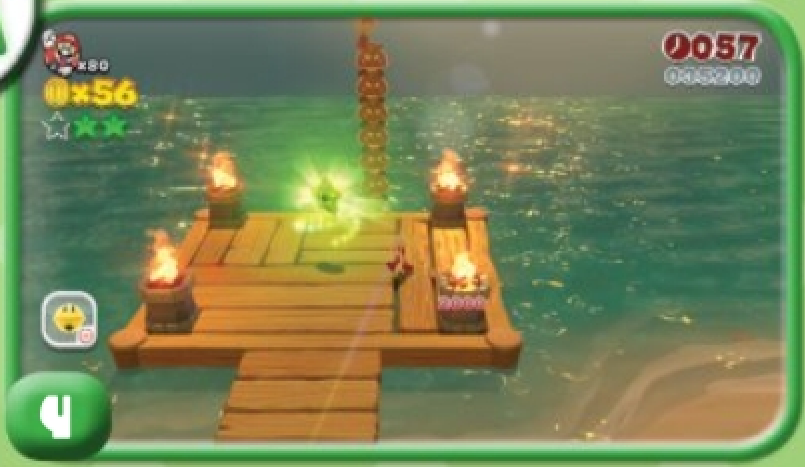


GREEN STAR #2

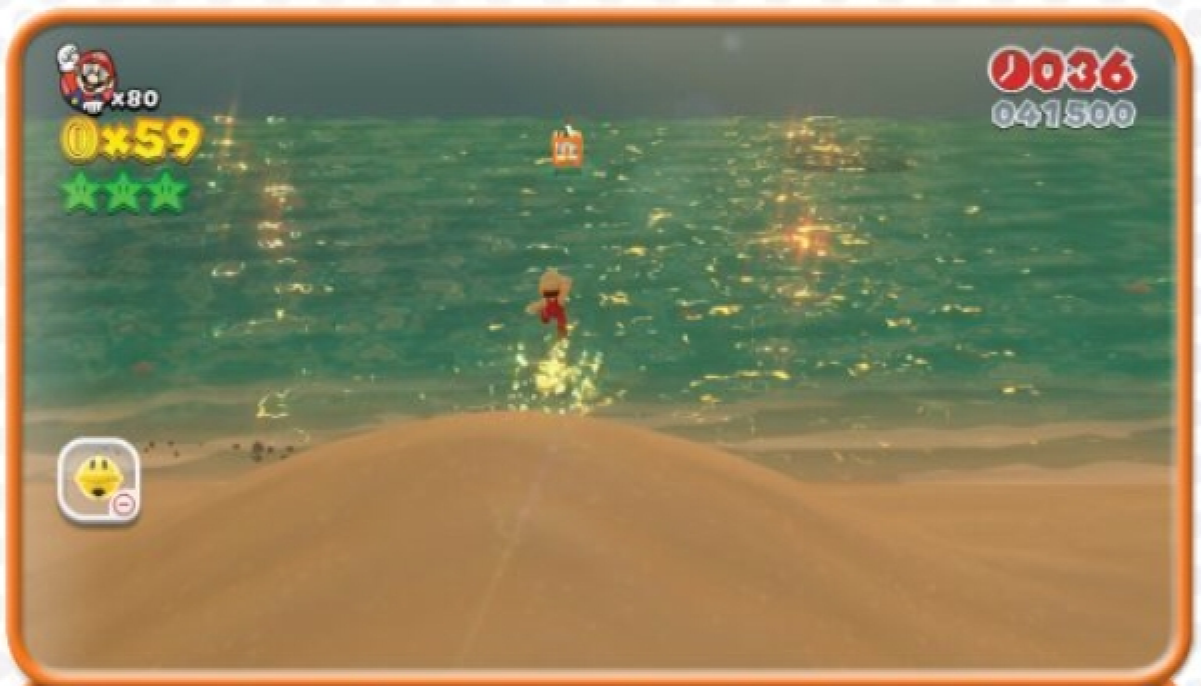
Not far from your starting position is a Clear Pipe that you can use to launch up to an invisible cloud platform and another Green Star.

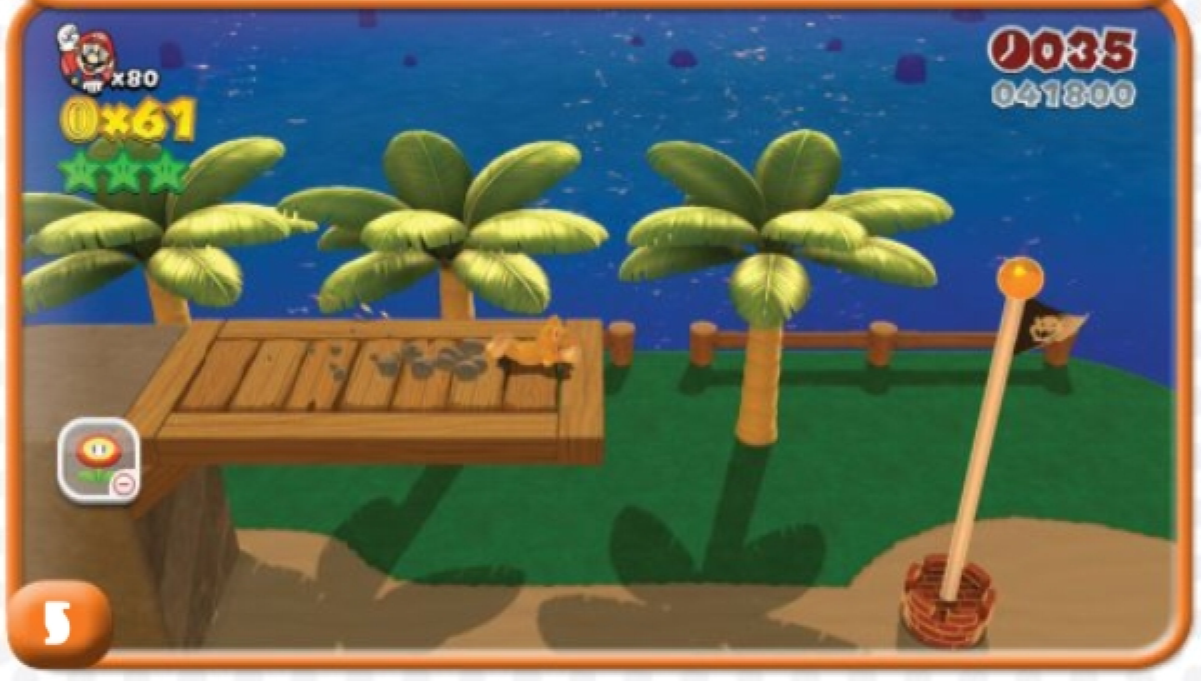


GREEN STAR #1



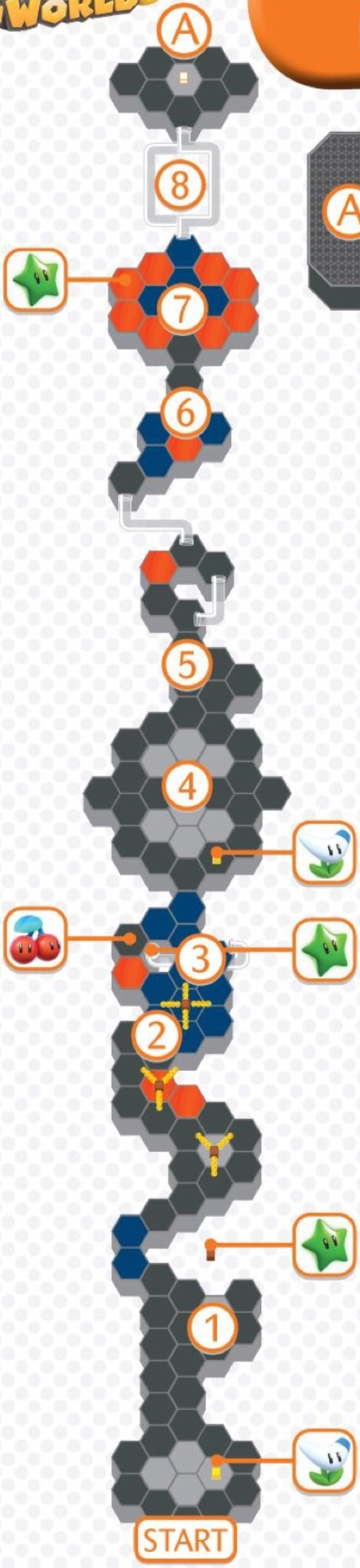
Near one of the Goomba Towers is a small pier with four unlit torches. You can either trick the Fire Bro on the Goomba Tower into lighting the torches, or you can light the torches yourself with your own Fire Flower. Either way, you get the Green Star. Make sure to eliminate Fire Bro in this tower quickly. If you took out the other three Goomba Towers at the level start, this will trigger the Warp Box to appear.

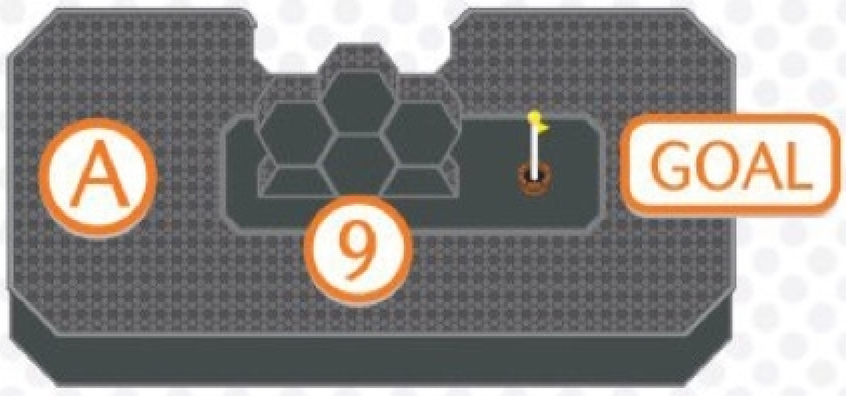




The Warp Box appears out in the water, almost directly in front of the level start. You're probably very low on time at this point, so don't mess around with side routes. Dash to the Warp Box, then rush for the Goal Pole.

WORLD FLOWER-10:
Honeycomb Skyway





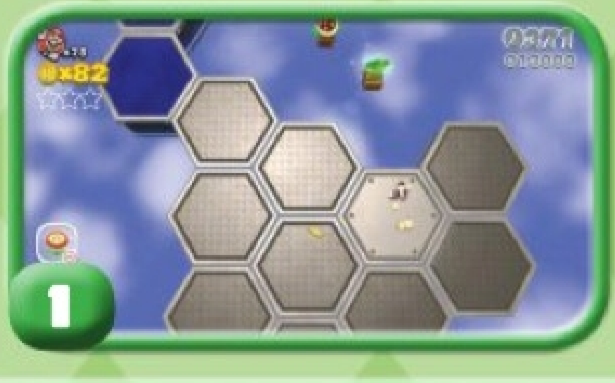
LEGEND

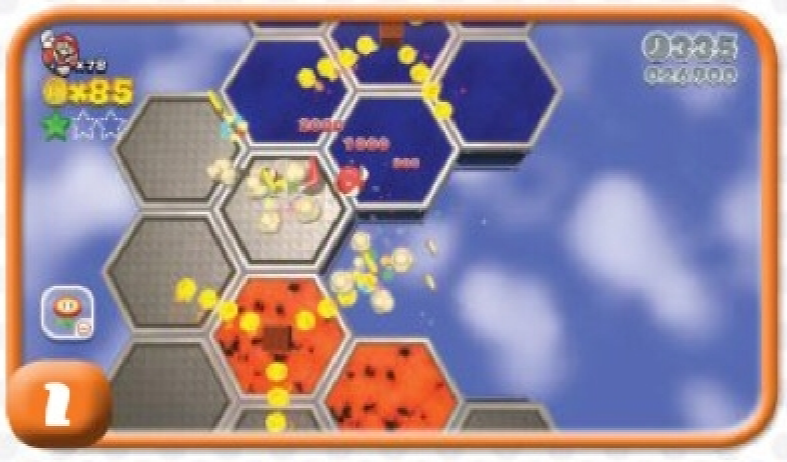
- Boomerang Flower
- Double Cherry
- Green Star

As soon as this level begins, pick up the Boomerang Flower from the ? Block. You will need this ability throughout the whole level, so hold on to it. It helps you deal with enemies, and you also need it to collect Green Stars.

GREEN STAR #1

Not far from the start point, a block with the first Green Star hovers out of safe reach, with a Fire Piranha Plant on a block floating just behind it.

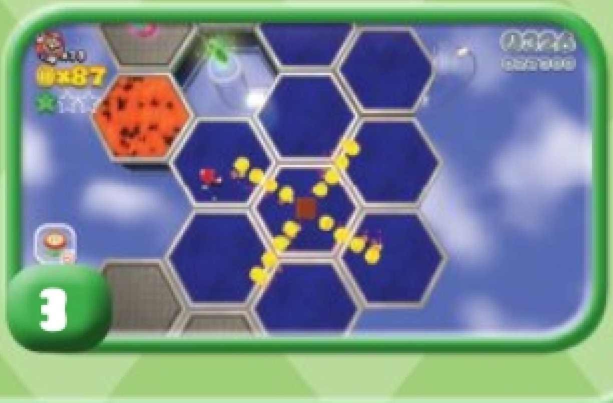




Watch yourself around these lava panels and Fire Bars. It's easy to get distracted by the Para-Biddybuds flying through the area and lose your Boomerang Flower.

GREEN STAR #2

The second Green Star is atop a Clear Pipe just past the Fire Bar gauntlet. Note the Double Cherry nearby; it can come in handy later.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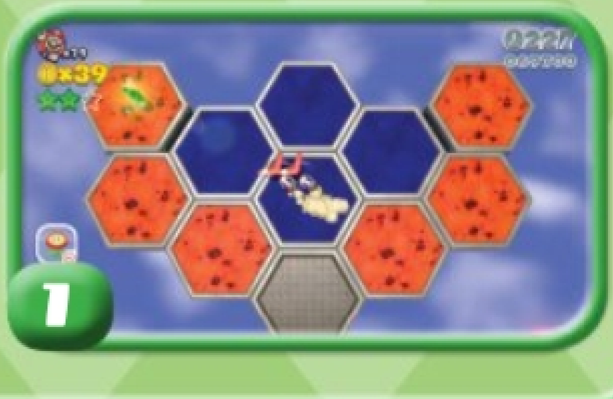
GREEN STAR #3

The last Green Star is out in thin air, but eventually a lava panel slides into place underneath it. Boomerangs are your friend here.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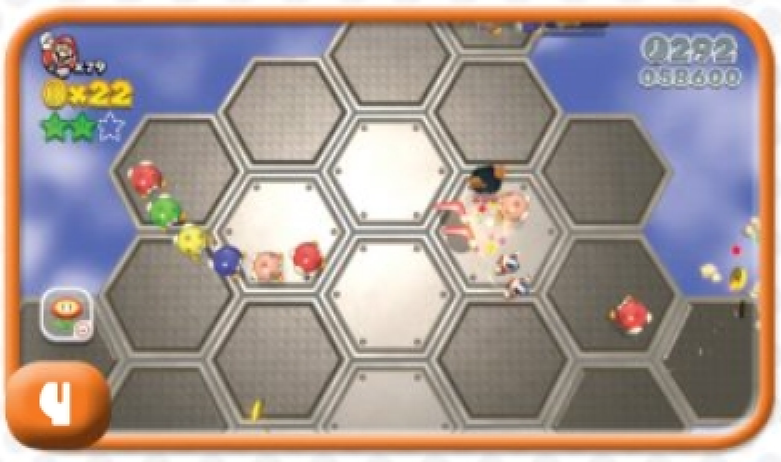
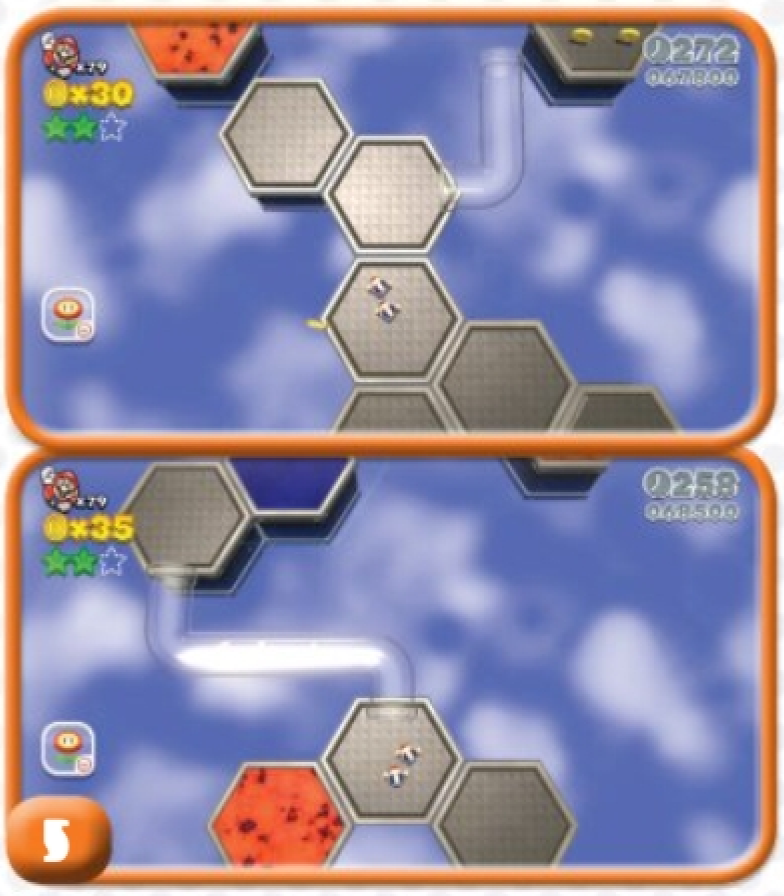

4

The Para-Biddybud swarms here come at you from all sides. Stay on your toes and try to avoid losing any of your Power-Ups, if you can! Another Boomerang Flower can be found in a ? Block at the start of this ambush.

The course starts to construct itself in front of you, while also providing Clear Pipes for you to use. Make sure there's a safe place to land after using a pipe before you dive right in!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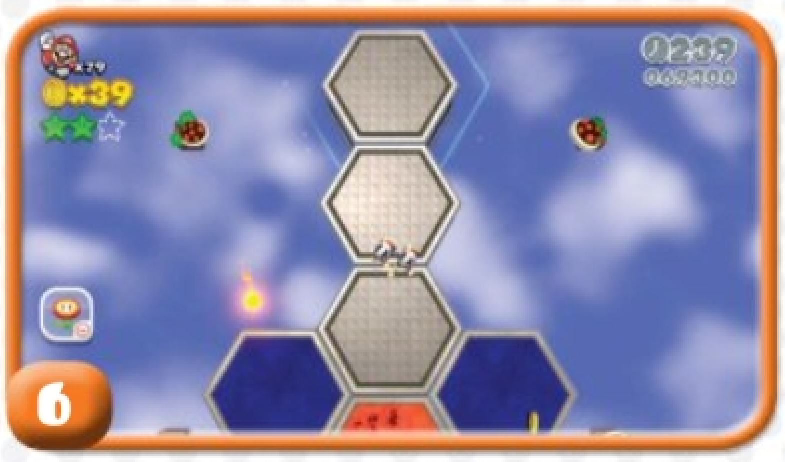
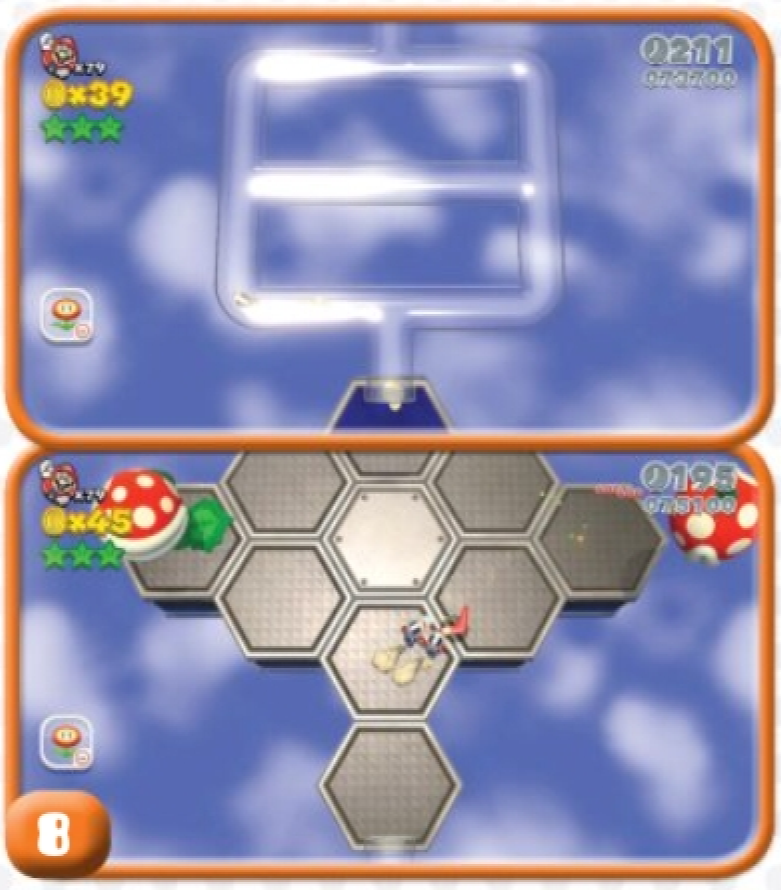

6

When the course narrows to just one panel wide, watch out for Fire Piranha Plants on the sides.

This Clear Pipe loop is a cruel trick on the player. If you rush out the other side too quickly, you'll be dropped into thin air, but if you stay inside the pipe loop for too long you can be scrolled off screen and lose a life. When you've got safe ground on the other side, get to it quickly!

Afterward, three Mega Piranha Plants guard the final platform. Take them out to make the Warp Box to the Goal Pole zone appear.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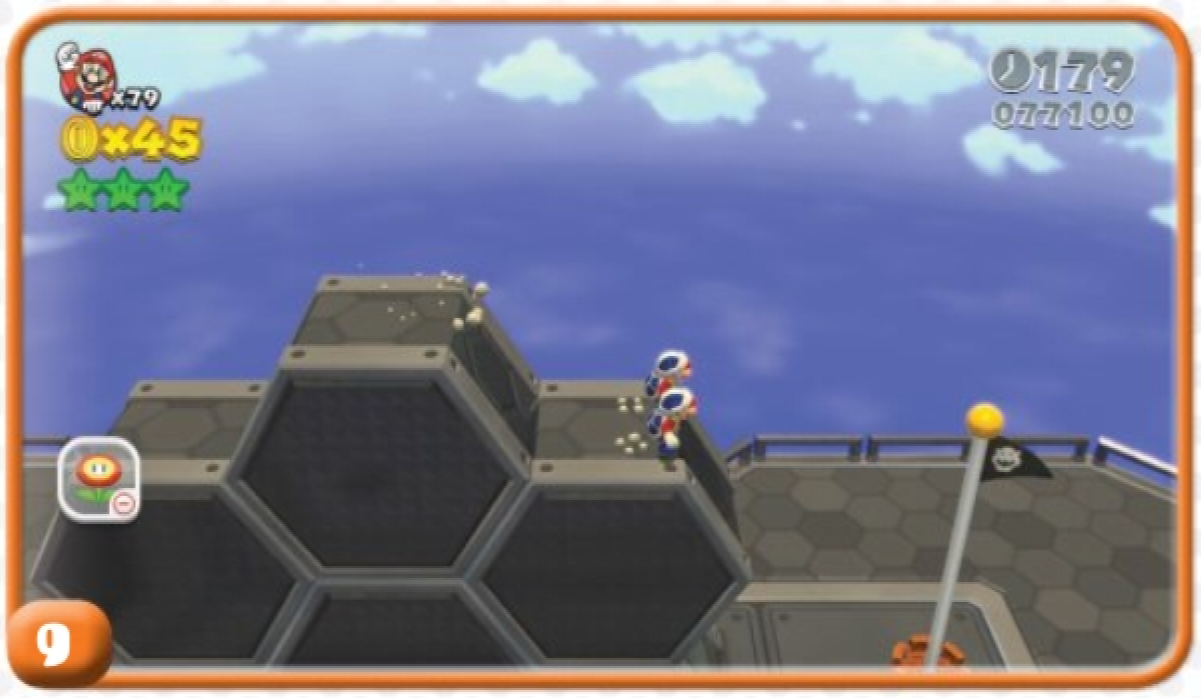
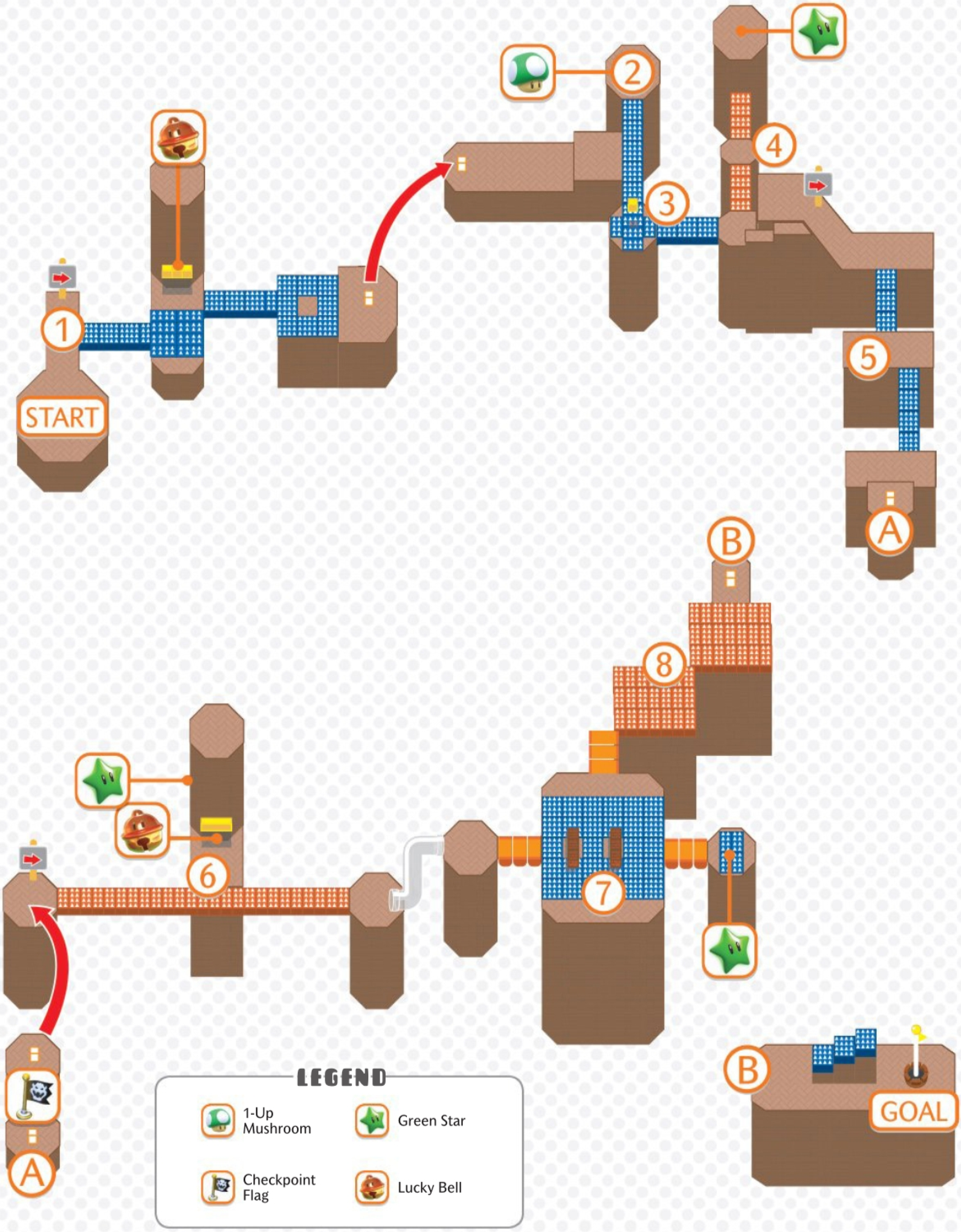
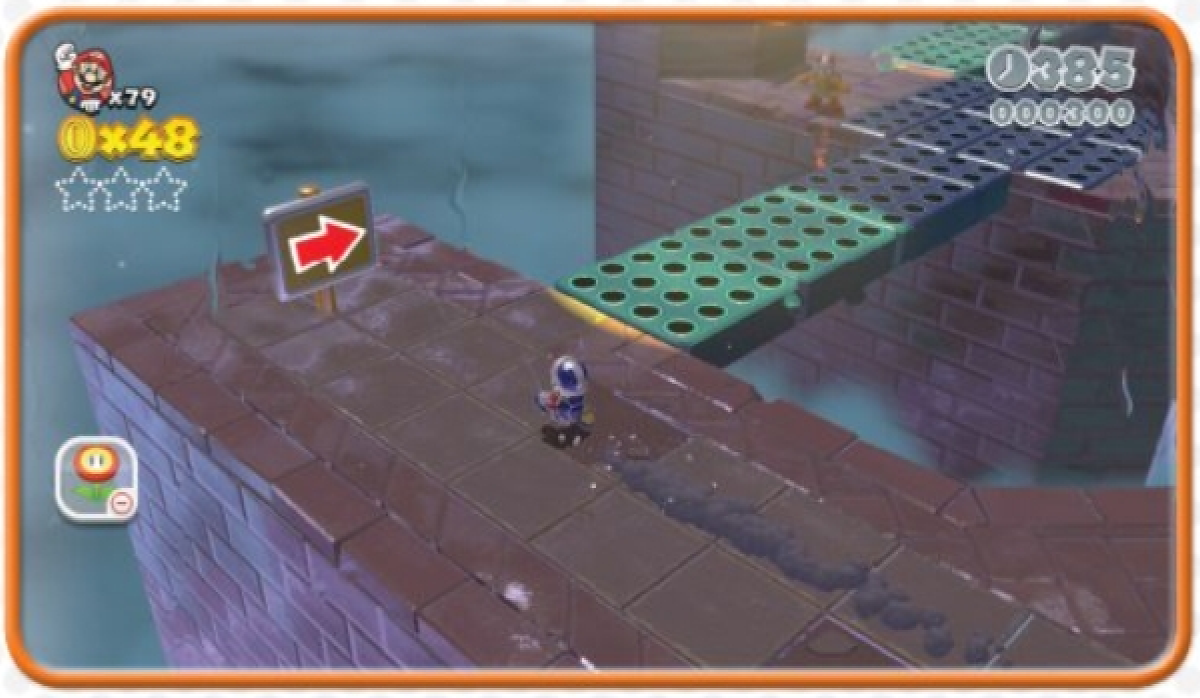

9

As it was during this level's first appearance in World Star, the platforms before the Goal Pole construct themselves to a height that can allow those without Cat Power-Ups to reach the top. This time, the construction is very fast, so you have little time to react.

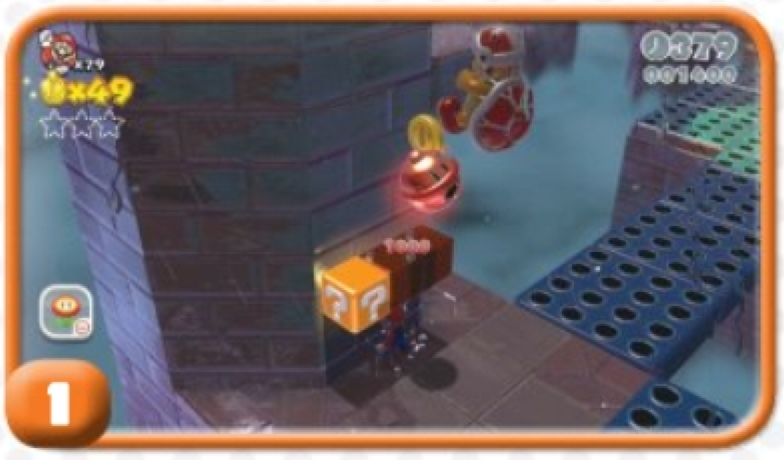
WORLD FLOWER-11: Spiky Spike Bridge Sneak

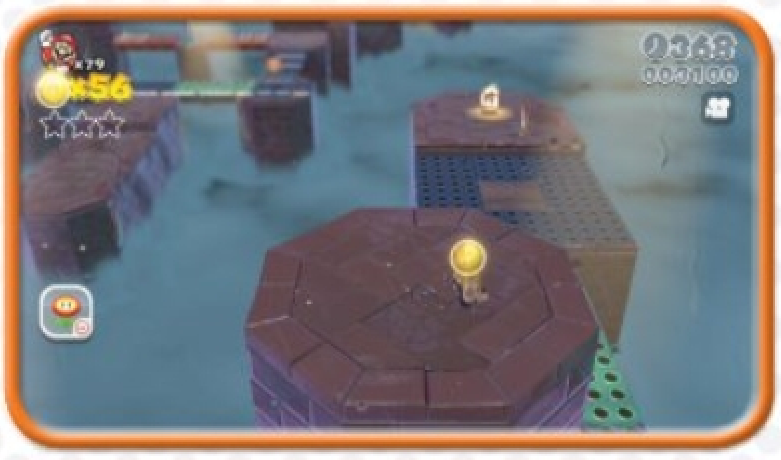

START
1
2
3
4
5
A
B
8
6
7
A
B
GOAL
LEGEND
1-Up Mushroom
Green Star
Checkpoint Flag
Lucky Bell



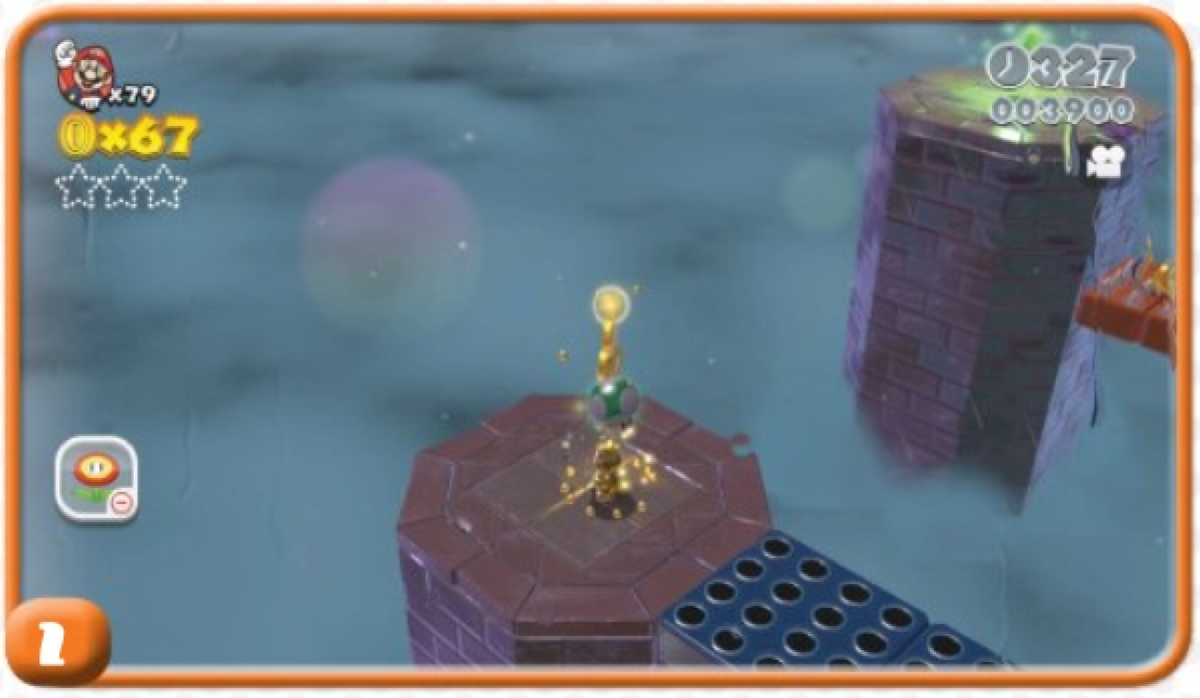
This level remix throws in the hazard of spotlights that cause whole bridges to brim with spike traps. The traps stay active for as long as you're in a spotlight. Avoiding them requires creative use of Cat Power-Up climbing, Claw Diving, or long jumps if you've no other options.

The first Fire Bro you encounter jumps onto a ? Block that contains a Lucky Bell. This item can make large portions of this level much easier, so preserving it should be a high priority!

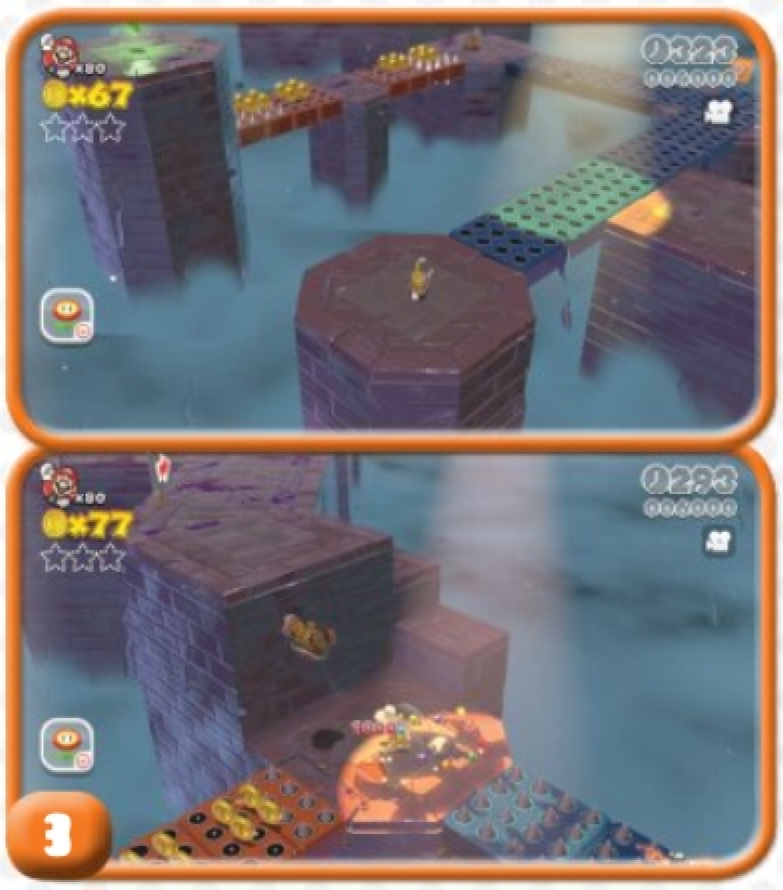




An excellent shortcut can be taken right here: Climb the tower next to the ? Blocks and face the Warp Box at the end of the spike bridge. If you get a good running start, jump while aiming toward that Warp Box, and use the Claw Dive enabled by the Lucky Bell, you can avoid the hassle of the spike traps and the spotlight altogether.



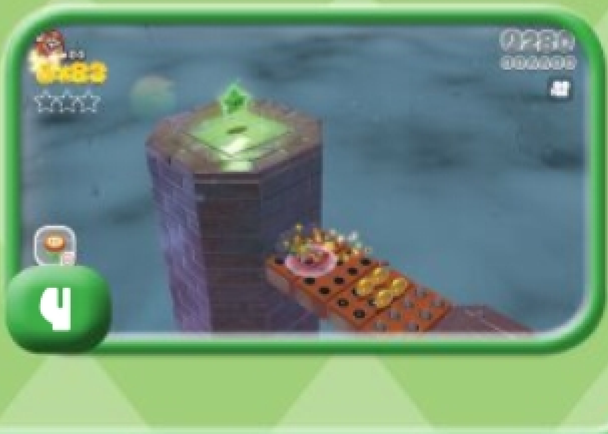
You can ground pound on this platform to cause a 1-Up to appear.

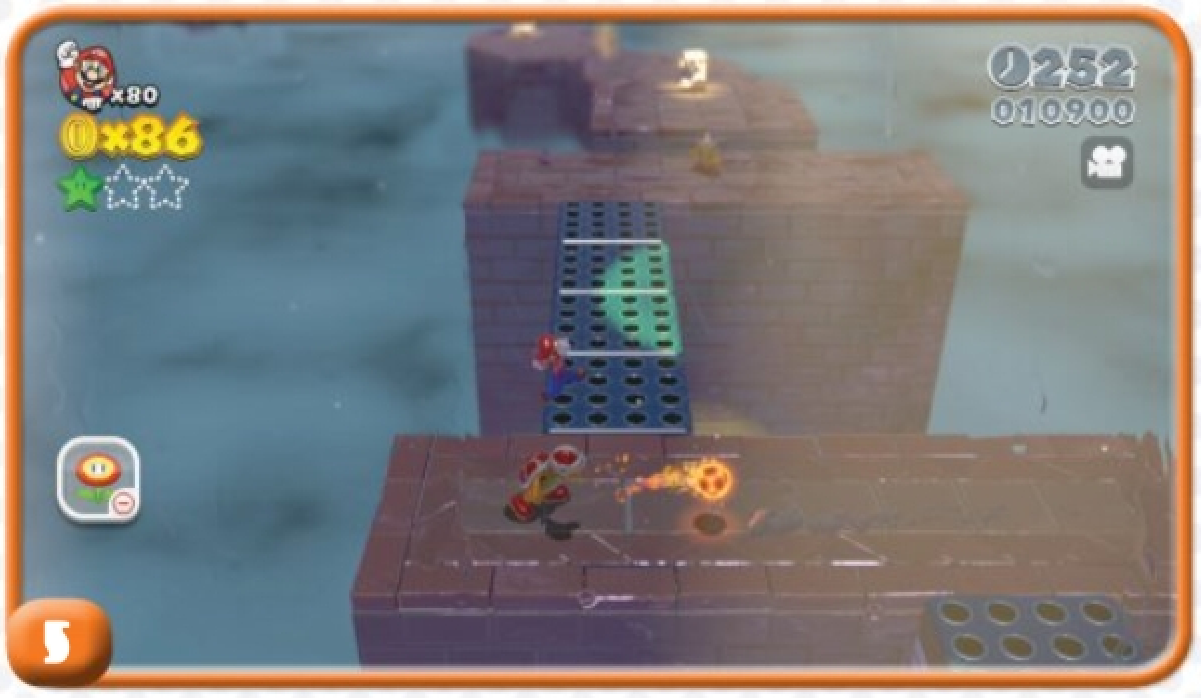


Getting across this spike trap bridge is fairly simple. Try to find an opening that gets you past the roaming spotlight, and run as fast as you can. Beware the Fire Bro that guards part of the section though.

GREEN STAR #1

To the left of the Fire Bro is another spike bridge. This one is constantly rippling its spikes, but there is a safe place to stand at the middle of the bridge, with no spotlights to worry about. Get over the bridge and climb the pillar at the end to retrieve a Green Star.



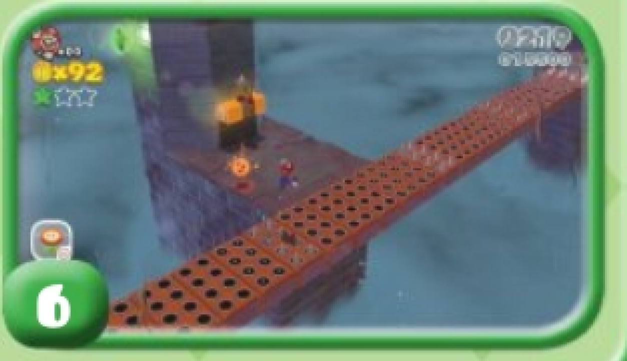


The spike bridges move across these chasms, and a spotlight dominates the center of both gaps. If you want to cross the bridges safely, you must go when the bridges are on the sides of the chasms. Fire Bros. guard the safe platforms in between bridges. A Checkpoint Flag is found just beyond this section.

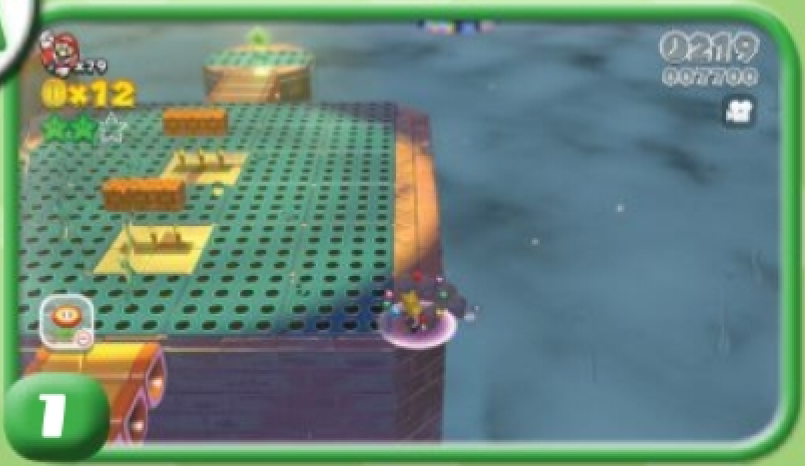
Spiky Spike Bridge Sneak

GREEN STAR #2

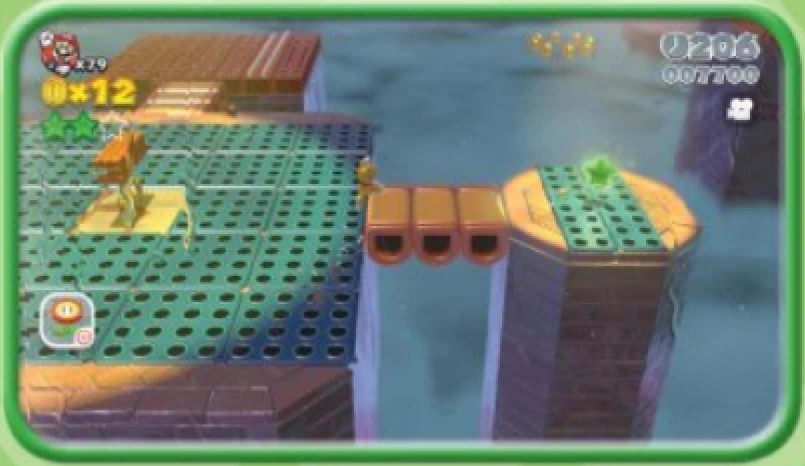
After the Checkpoint Flag, you encounter a bridge that ripples spikes toward you in a fast but predictable pattern. The first connecting bridge to the left is guarded by a Fire Bro, and behind him is the second Green Star. You need a Cat Power-Up to be able to climb on the side of the pillar to reach the star. If you're lacking the a Cat Power-Up, the Fire Bro. jumps on to a ? Block that contains a Lucky Bell!


6

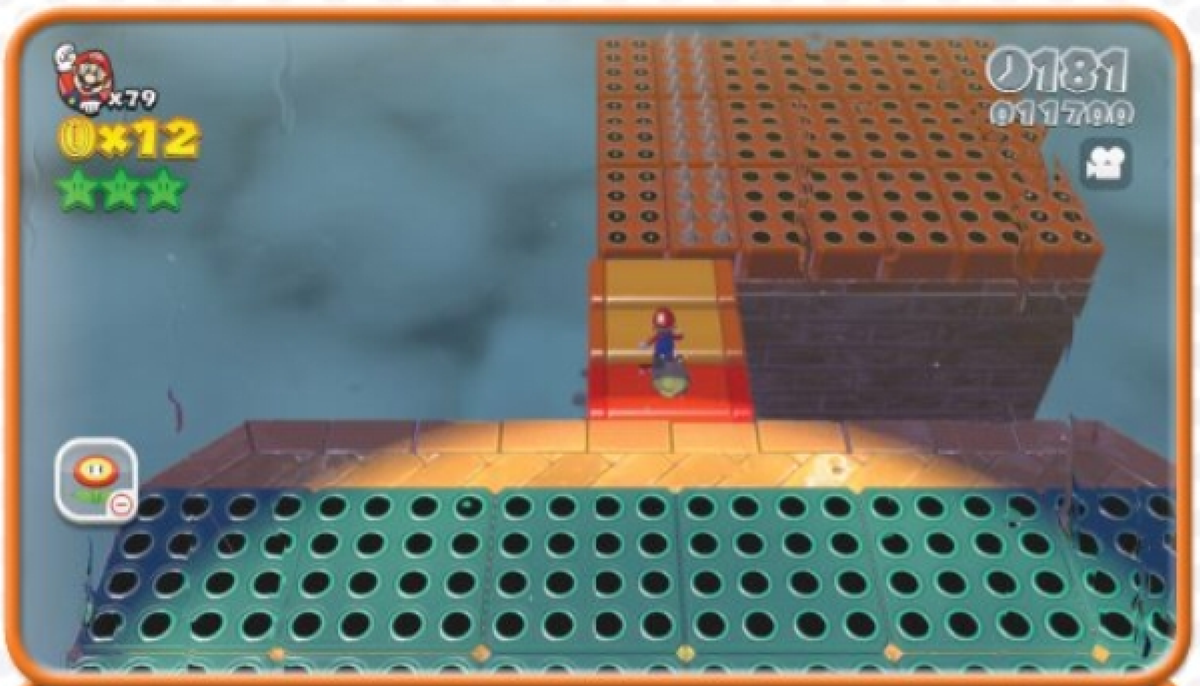
GREEN STAR #3

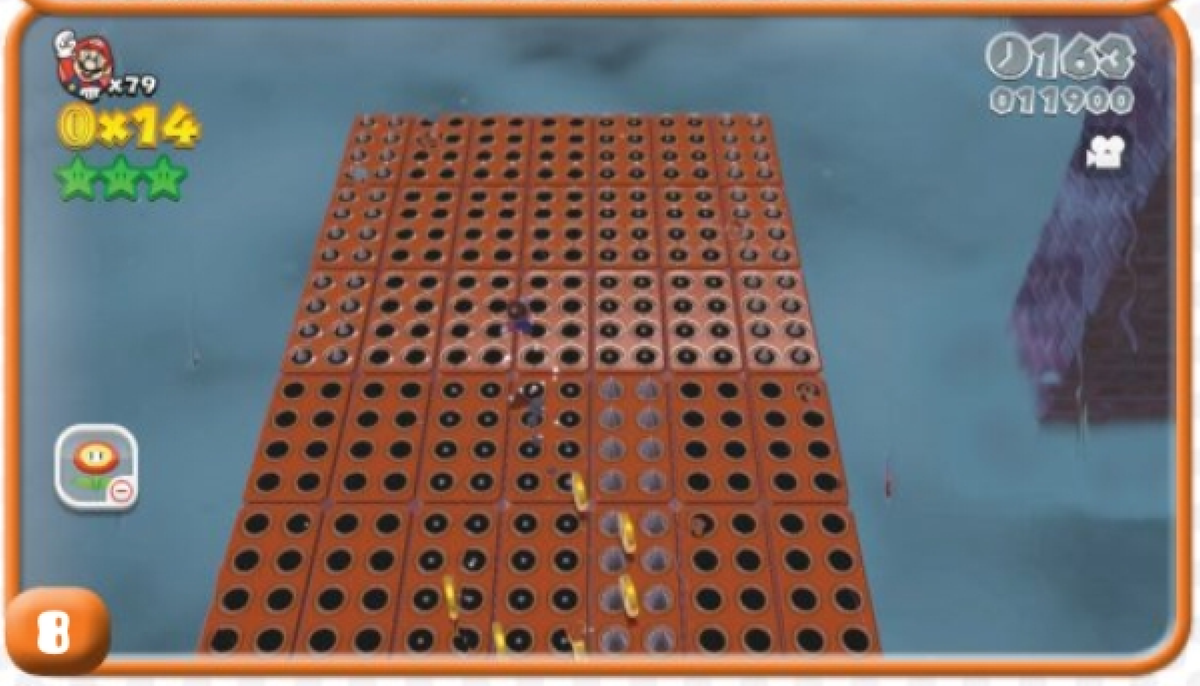

7

The last Green Star isn't far from the second. You must navigate a large platform covered in spike traps. A spotlight shines across most of the platform, which gives you very little safe space to work with. Use Cat Power-Up Claw Dives to bypass the danger by sticking to the very edges of the platform, and work your way over to the star's platform.



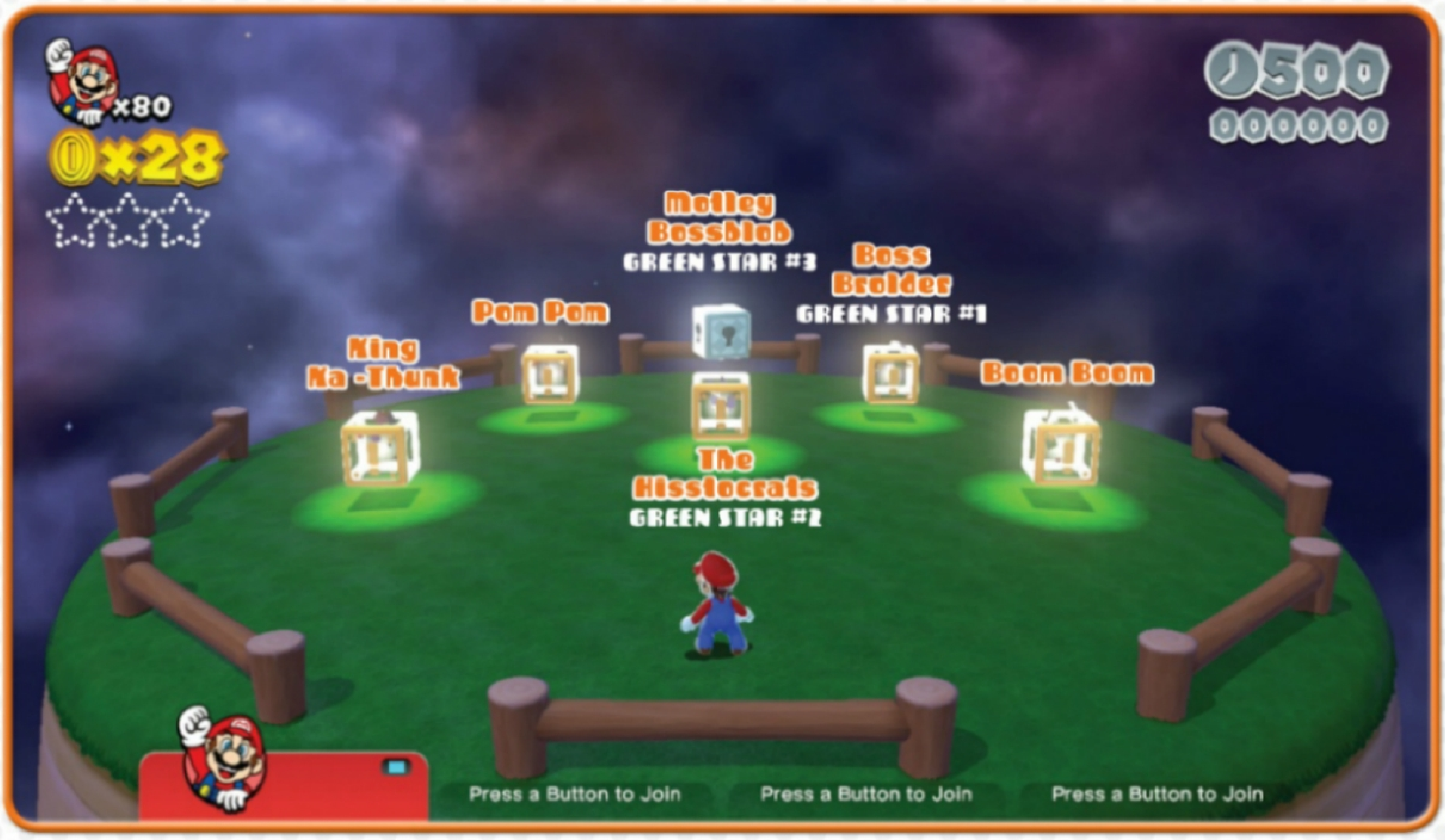
The Green Star's platform is covered by a spotlight, and more spike traps are below it. Your approach and escape must be swift.




8

The last obstacle before you can reach the Goal Pole zone is a pair of large moving platforms that ripple with spikes. It's a predictable pattern once again, but it's also a very, very fast pattern that you must constantly be jumping to evade. Also, the platforms are not timed the same, so transferring to the second platform means adjusting your timing accordingly, or you'll take a hit.

WORLD FLOWER-12:
Boss Blitz


×80
×28
500
000000
Motley Bossblob
GREEN STAR #3
Boss Brolder
GREEN STAR #1
Pom Pom
King Ka-Thunk
Boom Boom
The Hisstocrats
GREEN STAR #2
Press a Button to Join
Press a Button to Join
Press a Button to Join

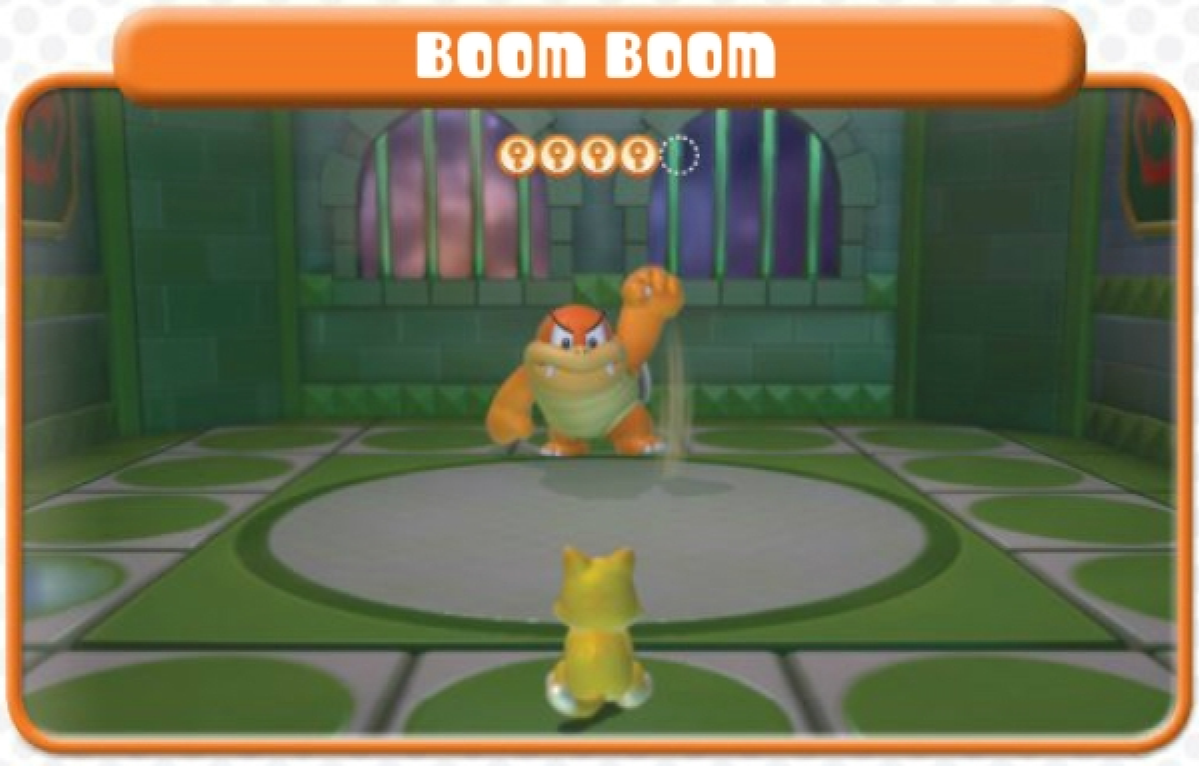
Boss Blitz is exactly what it sounds like, a full blitz of all the world bosses you've fought throughout the game, Bowser and Meowser excluded. However, up to now you've only ever had to deal with them one at a time. Boss Blitz demands that you take down six bosses, with just 500 ticks on the clock. You might be surprised to learn that some of these encounters may not play out exactly as they did before.

After beating a boss, their Warp Box is replaced by a Key Coin. You must defeat the first five bosses and collect all five Key Coins before the final rematch with Motley Bossblob is unlocked.

TIP

There is no correct order for taking the bosses down. Some players may prefer taking on shorter battles first, like Boom Boom and Pom Pom. Others might feel better off getting the longer fights out of the way early on, in which case we recommend taking on The Hisstocrats or Boss Brolder immediately. There's only one place to find Power-Ups in this level, and that is while fighting The Hisstocrats. Their pet snakes provide the occasional Super Bell!

BOOM BOOM



Boom Boom isn't the toughest boss, but his bouncing shell attack can stall for time, especially when it turns him invisible. Try to stick close enough to him that within game seconds of him becoming vulnerable to attack, you stomp on him. Like, Pom Pom, you want to blitz through this fight as quick as you can, you need all the time you can get for other fights.

Boss Blitz

POM POM

Pom Pom hasn't learned from her previous trouncings under your heel, but you've got to praise her tenacity for being in this lineup. Remember: Look for the bright pink ninja star whenever she creates clones of herself. That's the real Pom Pom. Hunt her down aggressively; you want to have time to spare for other, more complicated fights.

KING KA-THUNK

x80
x22
0217
079800

Beating King Ka-thunk fast means staying on the side that has his face. You want to encourage him to flop face first onto the arena as much as possible so you can score three quick stomps on his weak point for the win. Remember, with every successful attack you land, parts of the arena fall away, so don't get reckless while trying to set up your attacks.

BOSS BROLDER

x80
x28
0442
006000

GREEN STAR #1

This star is rewarded for defeating Boss Brolder.

Potentially a very time-consuming boss, Boss Brolder thankfully hasn't learned any extra tricks. You still have to nail him with three Brolders to defeat him. After you score the first hit, you have a chance to put a swift end to the fight. He does his spin attack and flings lava at you, then he rolls around the arena for a short period before stopping to call reinforcements. What you need to do is quickly hit him with one of the Brolders, then get hold of another and outrun his second spin attack while keeping the Brolder safe. As soon as Boss Brolder stops spinning, hit him again. If you're quick about getting a hold of Brolders to throw at their boss, you can cut this fight short.

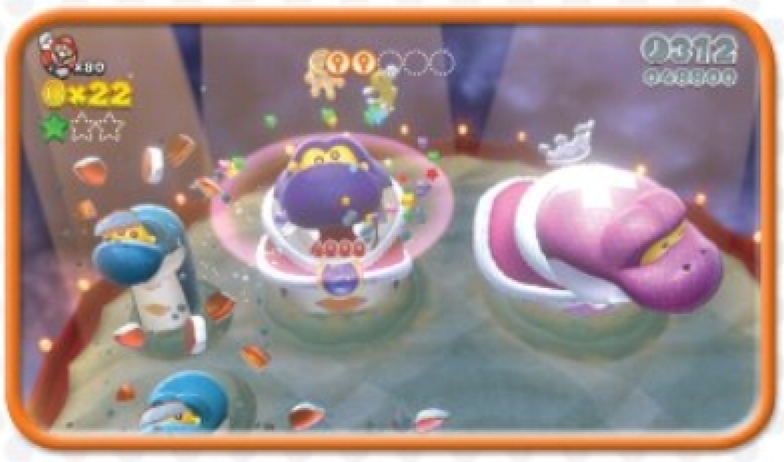
THE HISSTOCRATS

x80
x64
022600

GREEN STAR #2

Taking down The Hisstocrats earns you the second star.

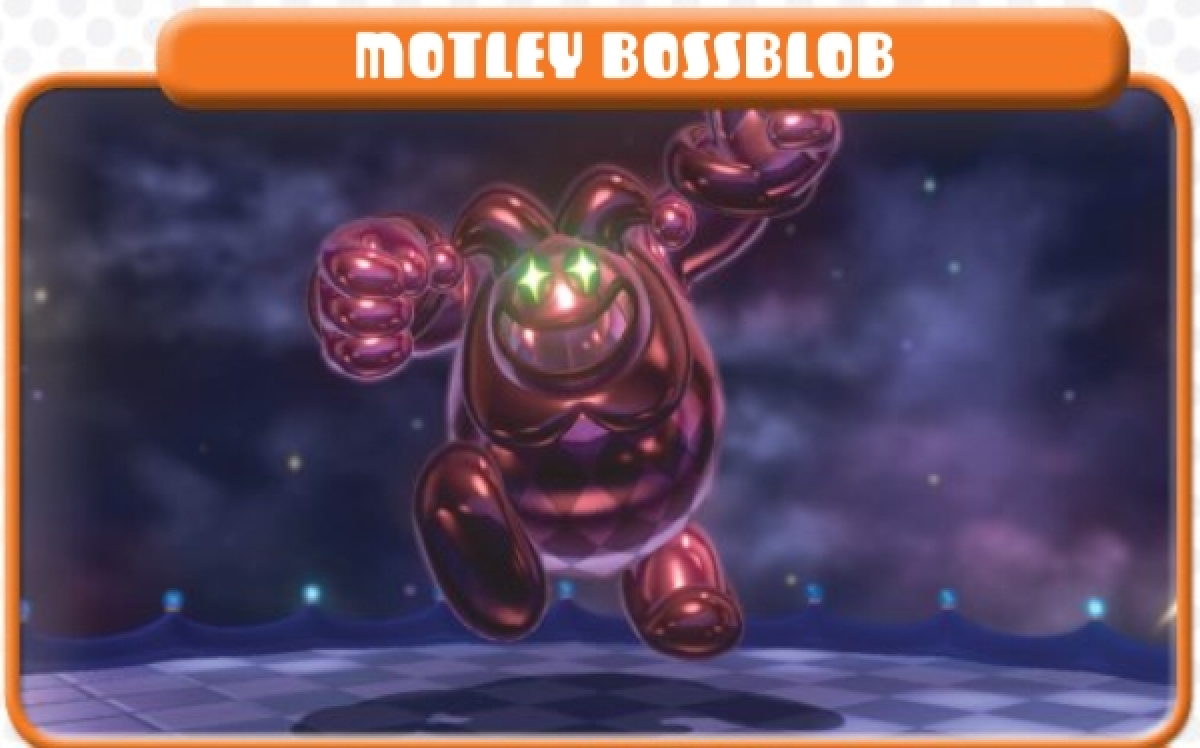
You've fought both of these giant serpents separately. When they fight as a team, the battle becomes much harder, and you must deal with twice the amount of lava meteors dropping onto the field. The Hisstocrats need three stomps apiece to take them down, and the smaller snakes they summon don't always have safe plates to stand on.

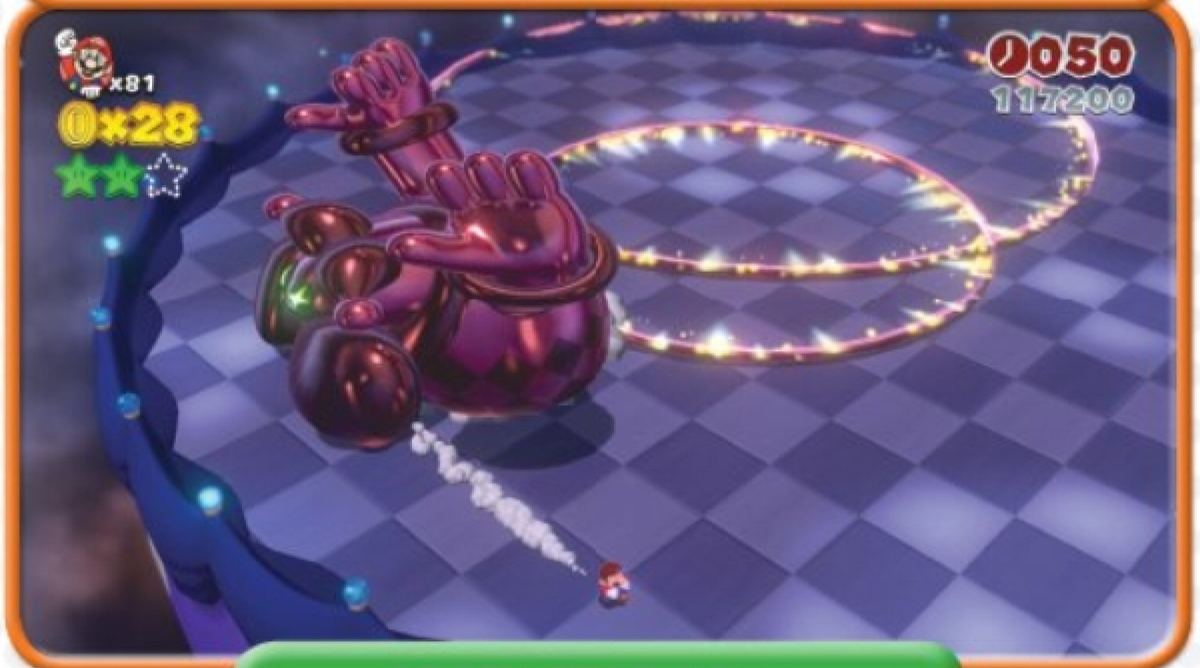


Cat Power-Ups make this battle a lot easier. Fortunately, the lesser snakes will bring up Super Bells occasionally. Remember, after hitting a Hisstocrat, he or she will burrow under ground, and when he or she resurfaces, lava will rain onto the arena. It's best to concentrate dodging until the lava stops.

When you stomp on one Hisstocrat, try to bounce high enough from the attack that you can land on the second. This can cut the battle time down significantly.

MOTLEY BOSSBLOB





GREEN STAR #3

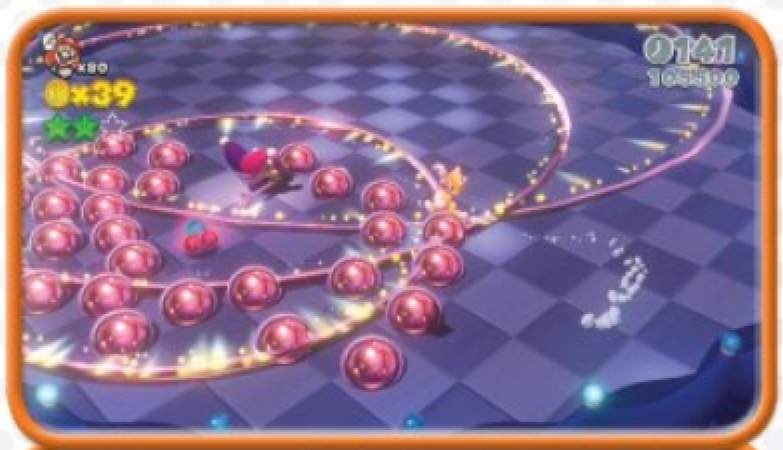
The last star of World Flower comes from putting down Motley Bossblob one last time.

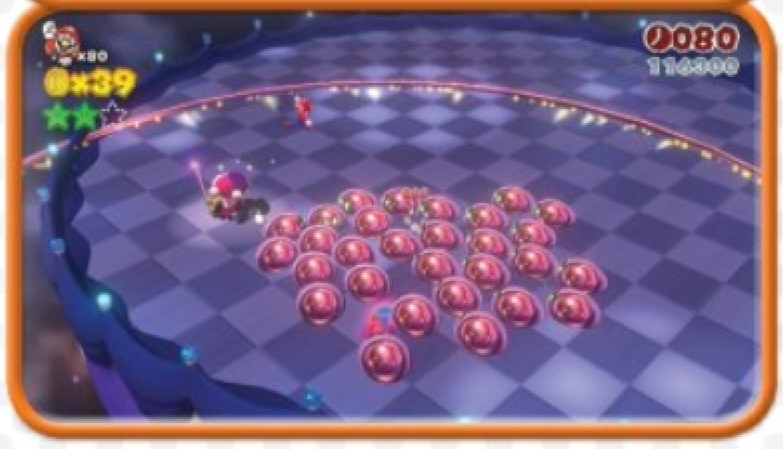
With all five Key Coins in your possession, you get to have your third match against the dangerous Motley Bossblob. Once again, with every stomp on the arena, he emits a shock wave that spreads across the majority of the area, making it challenging for you to get close.

CAUTION

Come with Time to Spare!

If you don't have at least a hundred ticks on the clock to go before confronting Motley, you might be out of luck unless you can score your three hits quickly. Even then, you must rush through the Goal Pole zone to get a green + Clock in the aftermath of the battle.



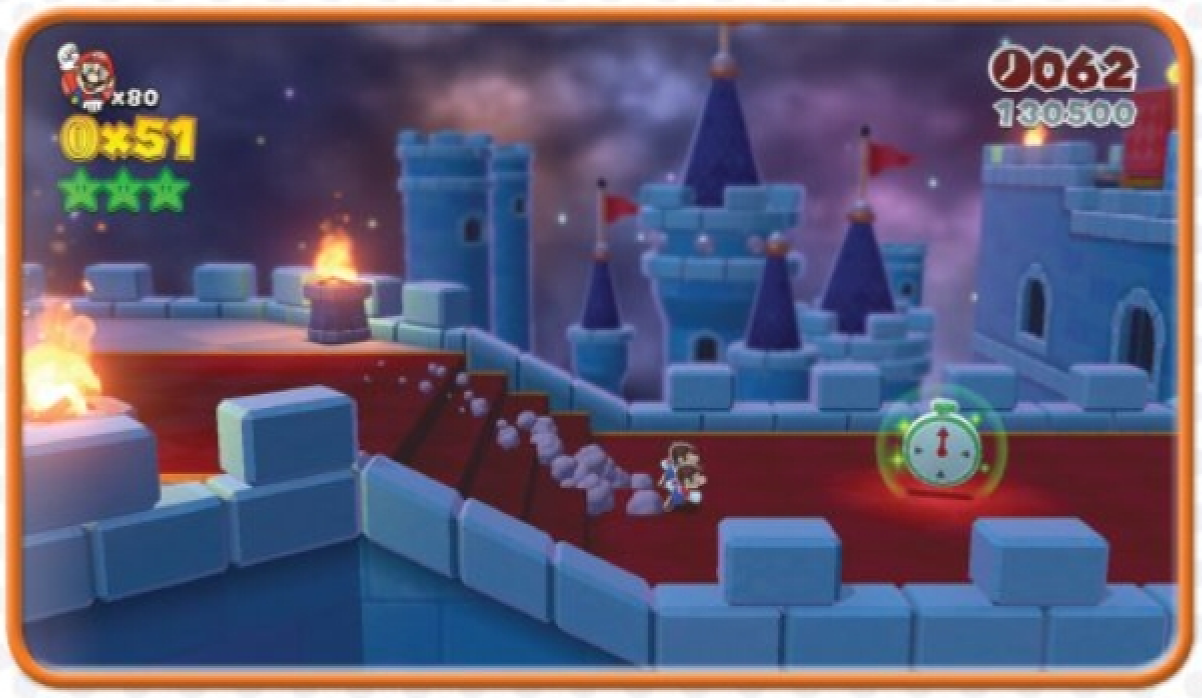


You can predict when he's about to shed his blobs and become vulnerable. It's always the last jump in a sequence, where he stays off screen the longest. Don't forget to pick up the Double Cherries he leaves behind after scattering the blobs; they can give you an extra hit to survive.

NOTE

The Power of the Claw

If you've managed to preserve the Cat Power-Ups from your fight against the Hisstocrats, you can make hitting Motley Bossblob a lot easier. The Claw Dive or Claw work just as well as a stomp, provided you can get close enough.



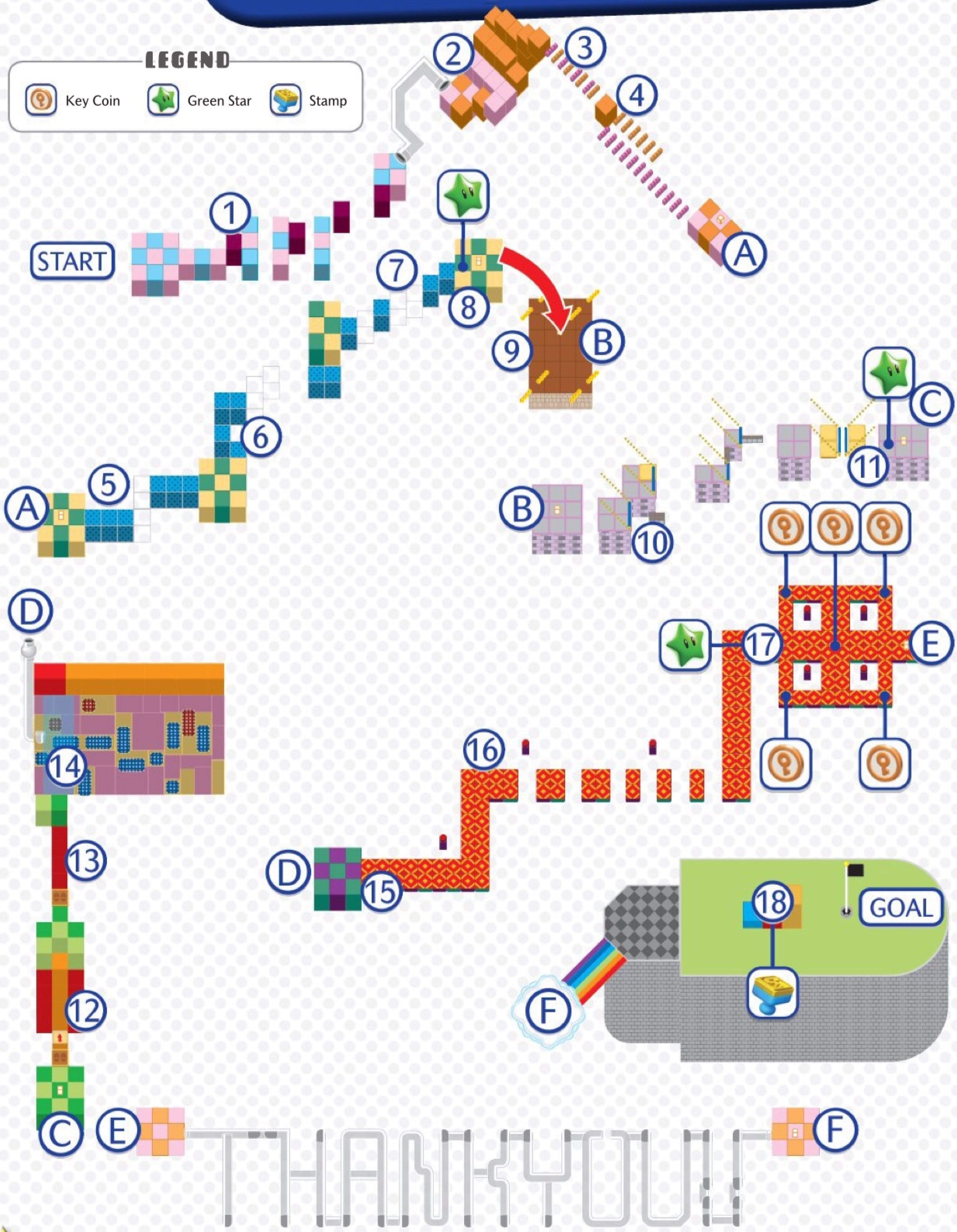
As soon as you defeat Motley, grab your Green Star prize and rush to the Warp Box. Don't miss collecting the green + Clock on the other side of the warp, and make your way to the final Goal Pole of World Flower!

One more world—your ultimate challenge—awaits.

WORLD CROWN

World Crown is the final challenge of *Super Mario 3D World*: one last level that demands your best platforming reflexes; one last adventure with Captain Toad; a Mystery House gauntlet to surpass all others. The three levels found in this final World are not easy by any means, but they do represent the very end of the game, and maybe some bragging rights.

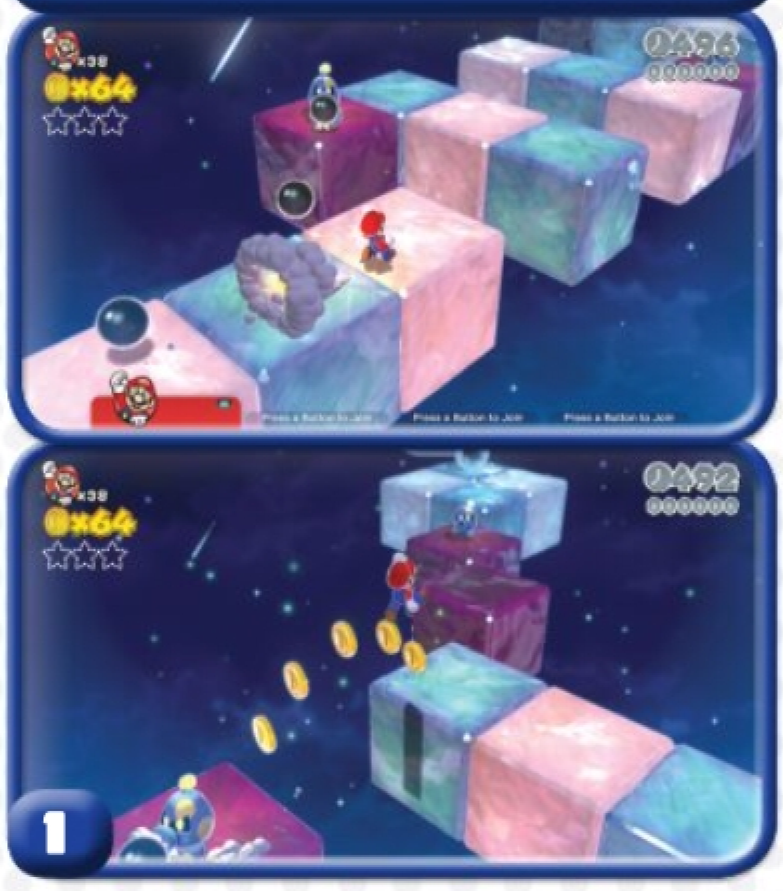
WORLD CROWN-CROWN:
Champion's Road


LEGEND
Key Coin
Green Star
Stamp
START
1
2
3
4
A
5
6
7
8
9
B
B
10
11
C
D
14
13
12
C
D
15
16
17
E
18
GOAL
F
E
THANKYOU
F

The map for this level does not tell you the full story: this is the hardest level in the game, full stop. Some characters, like Luigi, Peach, and Rosalina, have special advantages to deal with the harder jumps in the level, but even so, it might take you hundreds of attempts to complete this level. You get no Power-Ups to help you if you take a hit, there is no Checkpoint Flag, and you still have to collect three Green Stars and one more Stamp.

We'll tell you about the hardest parts of this level, but executing the tips here is strictly up to your fingers and reflexes alone. We'd wish you good luck, but this level isn't about luck, no matter what anyone else might tell you.

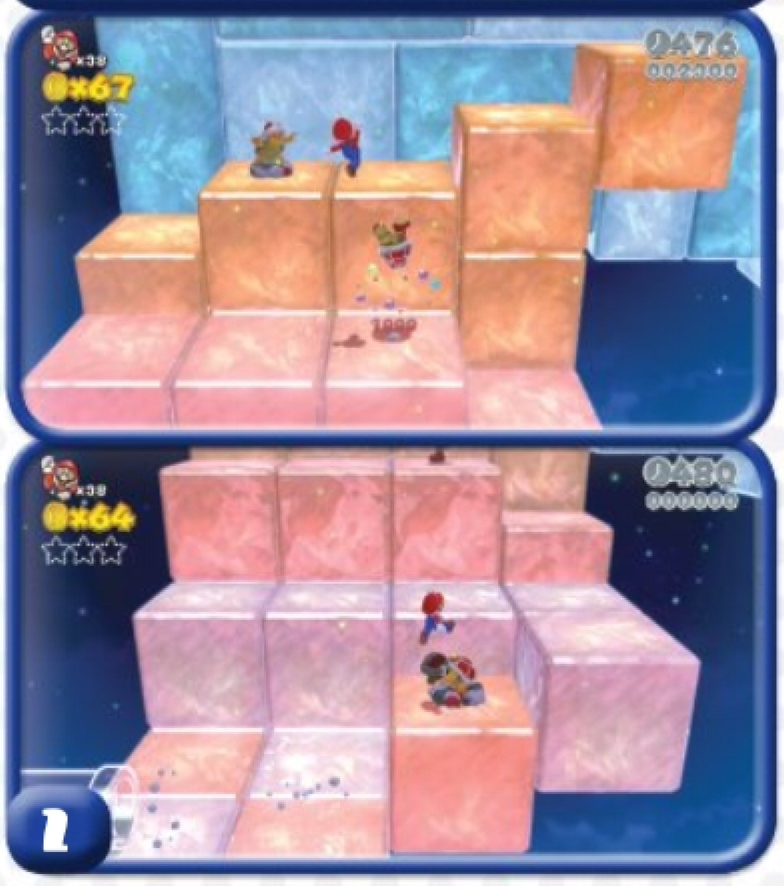
OPENING GAUNTLET


1

You'll be seeing this place a lot. Octoombas and moving platform blocks work together to make these early jumps difficult. Mario is the only character who can't cross the gaps without using the platforms or Octoombas to boost his jump range.

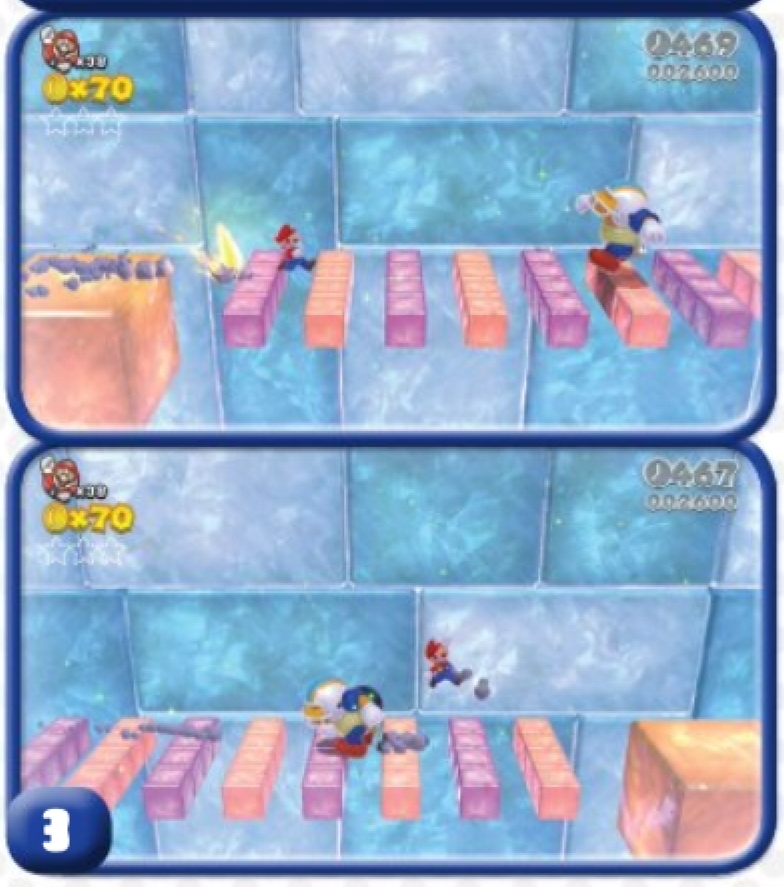
Note that the Clear Pipe that connects this opening area to the next doesn't necessarily need to be entered. Rather you can jump onto it as a means to clear the gap faster. While Mario and Toad may not make this jump easily, Luigi, Peach, and Rosalina have the hops for it.

FIRE BROS. STAIRS

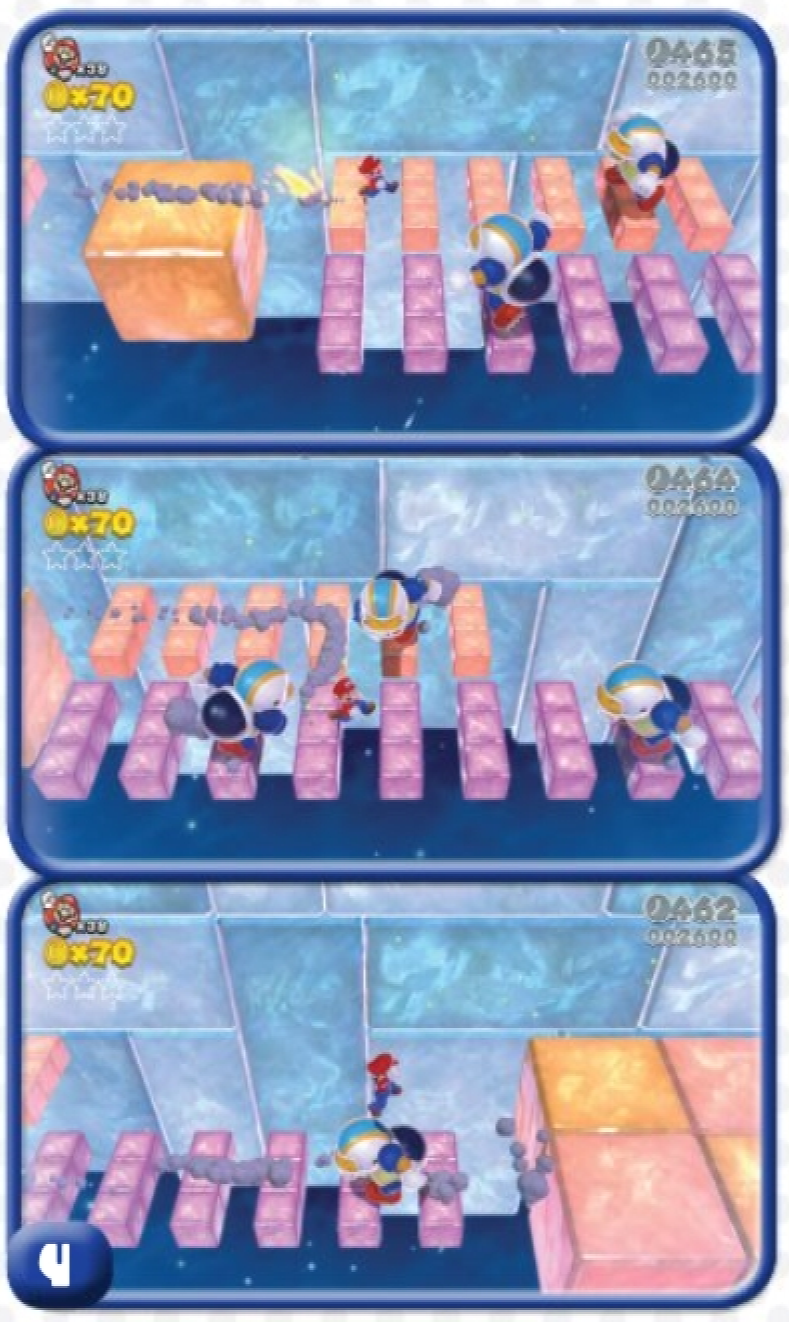

2

Three Fire Bros. cover these steps leading up to the next section. One trick is to bounce from one Fire Bro to the next, defeating all three while quickly traversing the terrain.

CHARGIN' CHUCK GET JUKED

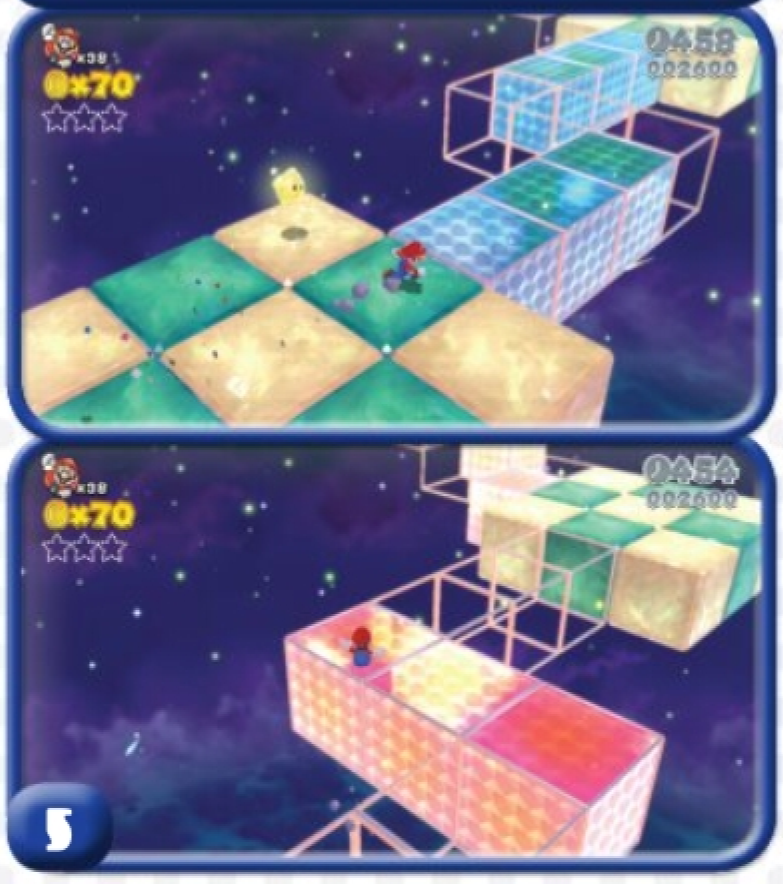

3

Before you try to jump from narrow platform to narrow platform in this section, build up to a full sprint by running in circles. Then simply dash straight across the small gaps right at the first Chargin' Chuck. All five characters can do this. So long as you stay moving, even after a jump, your character will skip across the gaps effortlessly.

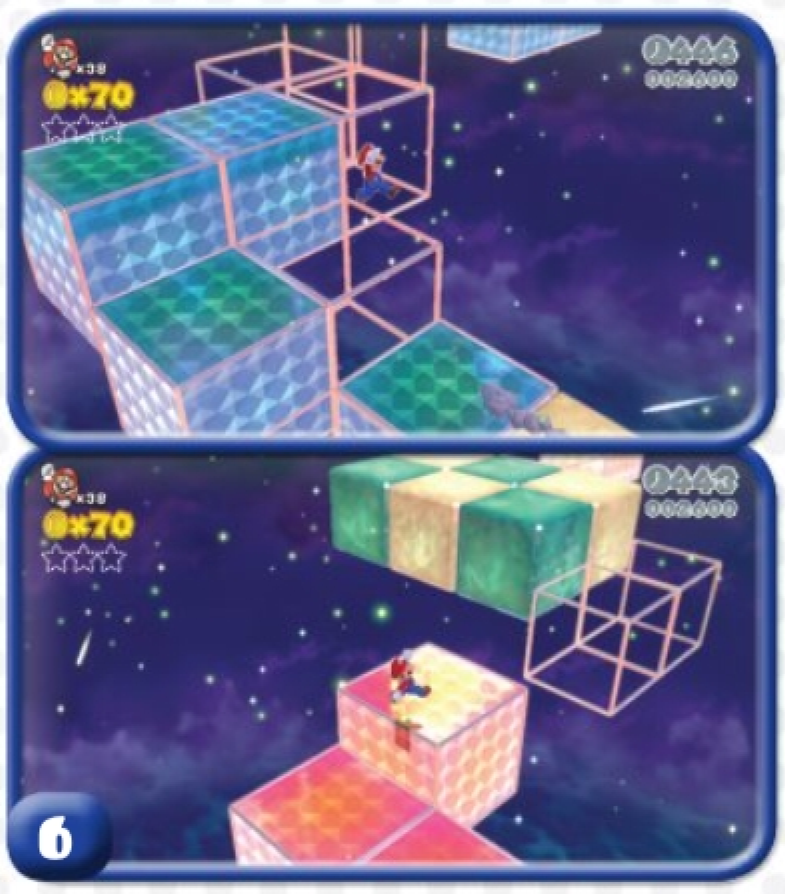

4

After evading the first Chargin' Chuck, this section continues with two groups of small platforms to run across, and four more Chargin' Chucks to evade. Keep running forward toward the Chargin' Chuck in front of you, then turn down into the next set of platforms, and keep running to the right. Two more Chargin' Chucks stand between you and the Warp Box to the next section, and they are easily jumped.

THE BEEP BLOCKS

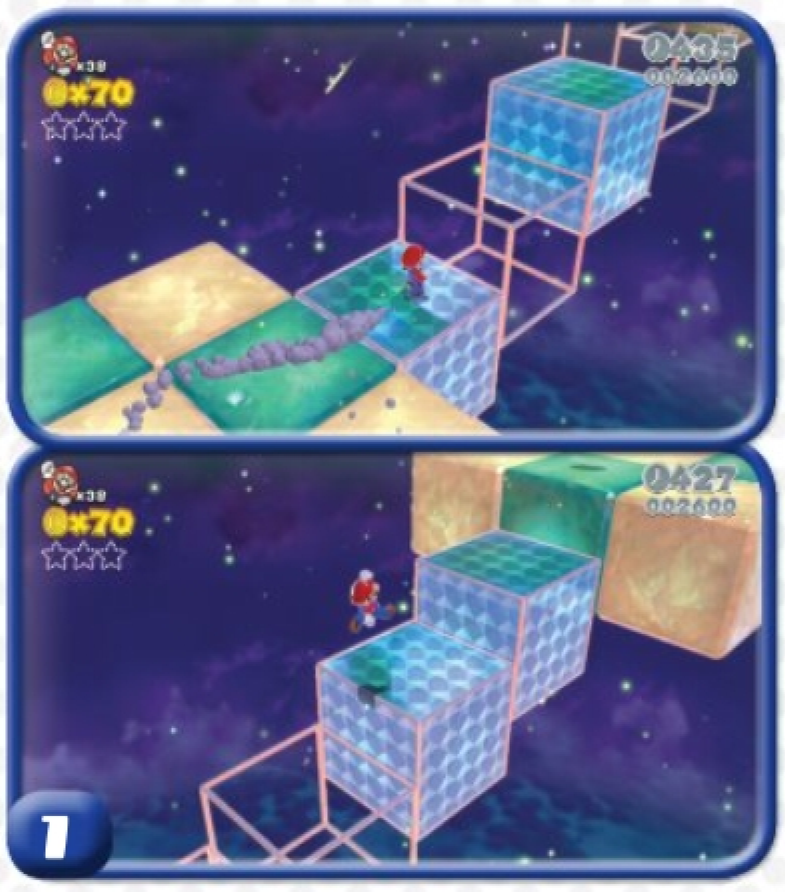

5

The Beep Blocks here switch every second, meaning you really can't mistime your jumps throughout this section. Long-jump between the three Beep Block clusters at the start of this area.



6

Climbing up this first set of Beep Block stairs is not easy, and you have no safe spot in the middle of your climb to relax. Once you start, you're not really allowed to stop. The level throws a curve ball at you and expects you to cross a large gap before you can reach a safe platform just before the second Beep Block stairwell. It helps to keep to the Beep Blocks on the right during the first climb, to better position yourself for the long jump you need to perform.

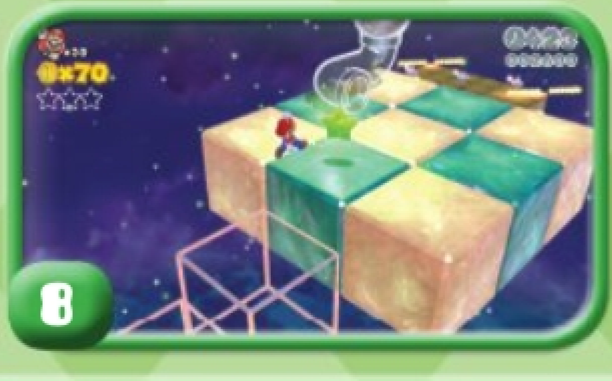


7

The second stair climb starts off normally, with the block colors alternating every block on the way up. This changes when the last sets of Beep Blocks consist of two of either color before switching, which can throw off your rhythm (though Peach and Rosalina both have the natural abilities to make these climbs a lot easier). You can also use the spin jump to safely stay above the Beep Blocks while they cycle between colors. This can make climbing the stairs much easier if you're able to execute spin jumps consistently. Don't be discouraged if this is the part that sends you back to the start repeatedly! At the top of this climb is a Clear Pipe Cannon that launches you into the next section.

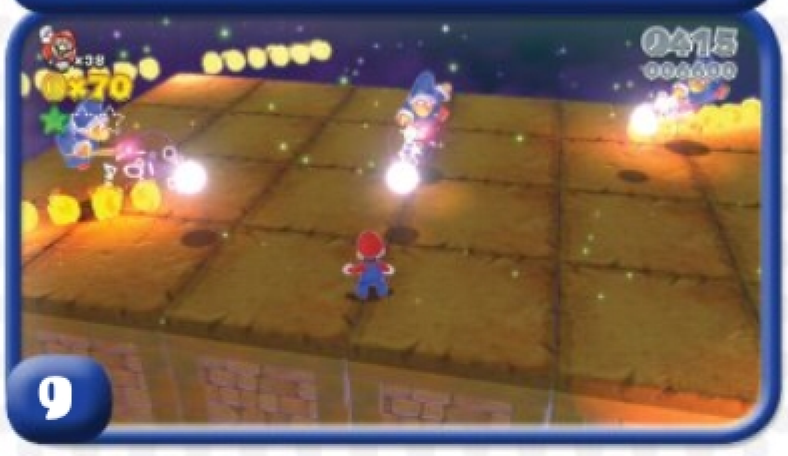
GREEN STAR #1

As though it's a reward for your efforts thus far, the first Green Star is at the top of the second Beep Block climb.



8

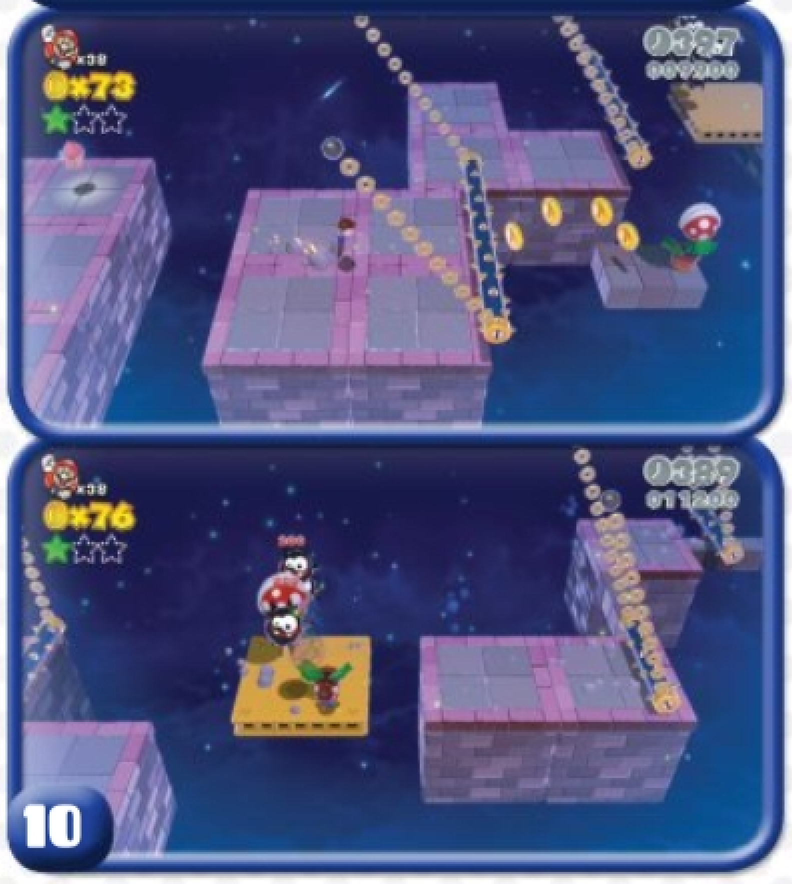
THE MAGIKOOPAS



9

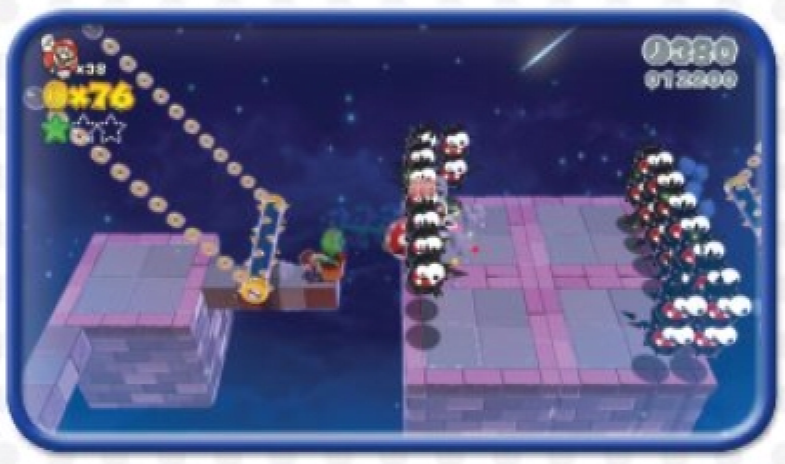
Three Magikoopas ambush you as soon as you land from the Clear Pipe Cannon shot. Jump quickly to avoid getting blasted, as well as to avoid falling into the abyss when your sinking platform disappears. Fortunately these platforms do regenerate. You must defeat all three Magikoopas before a Warp Box appears to move you on to the next section. Watch out for the Fire Bars in the corner of this arena!

SWINGING SPIKED ROLLERS, HUNGRY PIRANHA PLANT



10

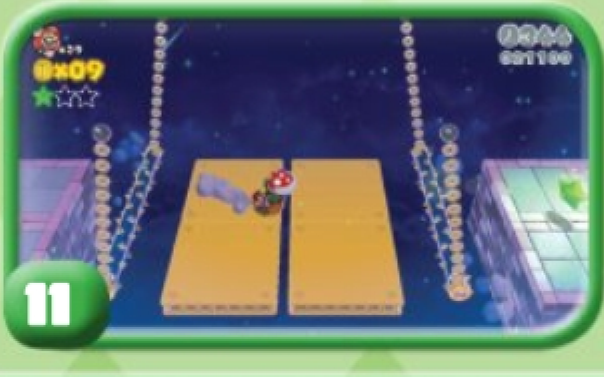
Dangerous spiked rollers swing over the small platforms of this section. On top of that, Fuzzies also patrol parts of the area, further complicating your jumps. It's very risky to reach, but you can use a Piranha Plant that you find sleeping near the beginning of this area to clear out the Fuzzies, just don't get so caught up in doing this that you fall off the very narrow pathways, or let a spiked roller hit you.



If you clear this square platform entirely of Fuzzies, you get some bonus Coins for your trouble. As fun as the Piranha Plant can be, it's not required to complete this section, and in fact just trying to pick it up is a significant risk by itself.

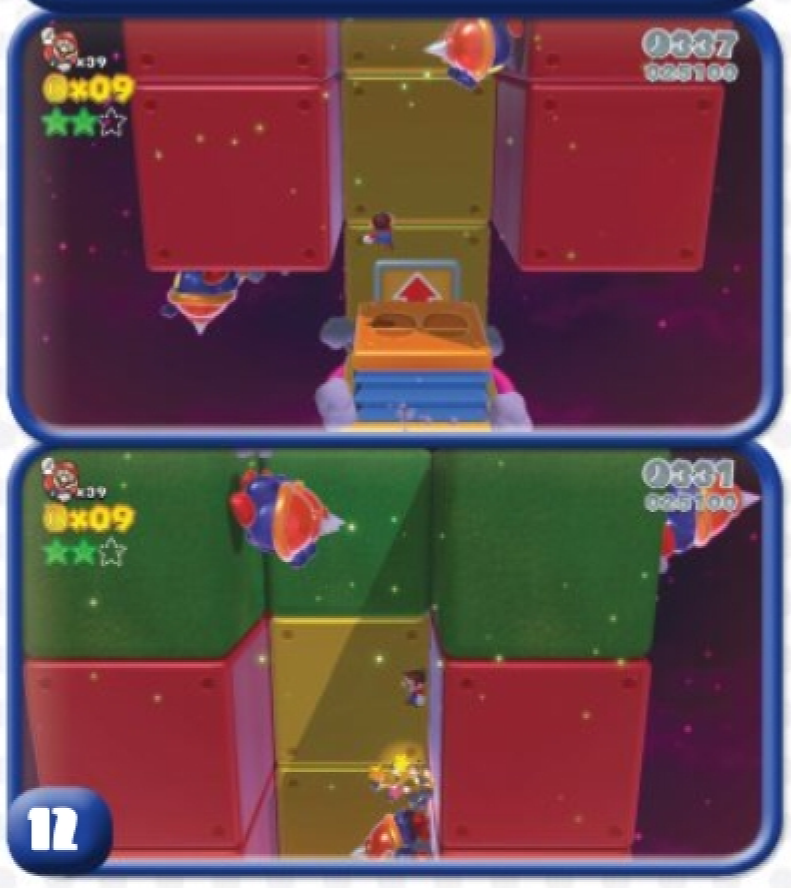
GREEN STAR #2

The last jumps across moving platforms lead you directly to the second Green Star and the Warp Box to the next part of the level.



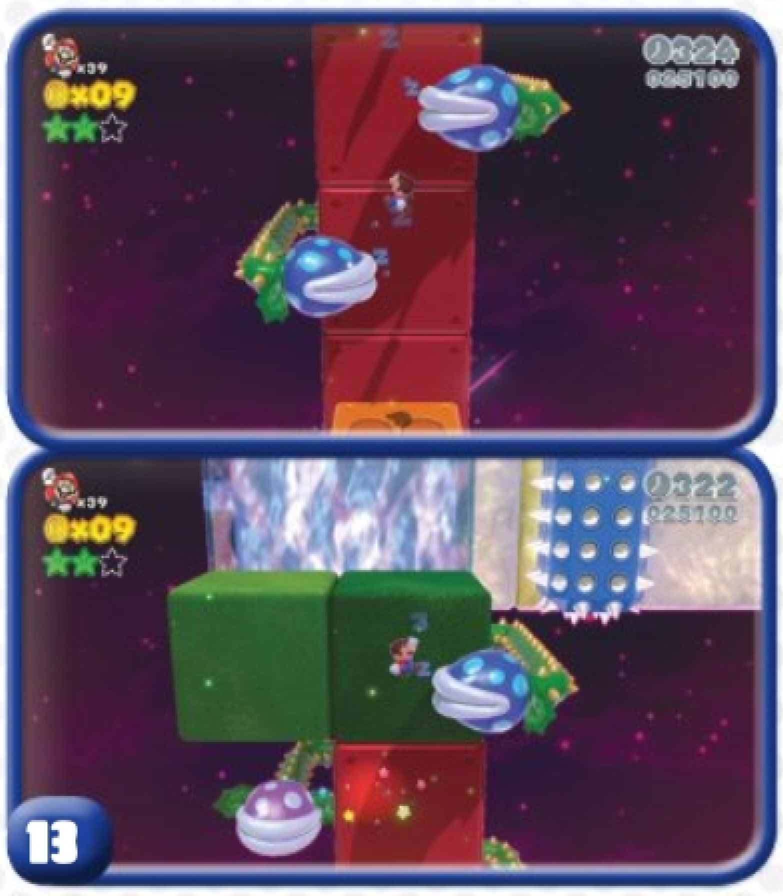
11

WALL JUMPS, TROOPER JUMPS, PIRANHA CREEPER JUMPS



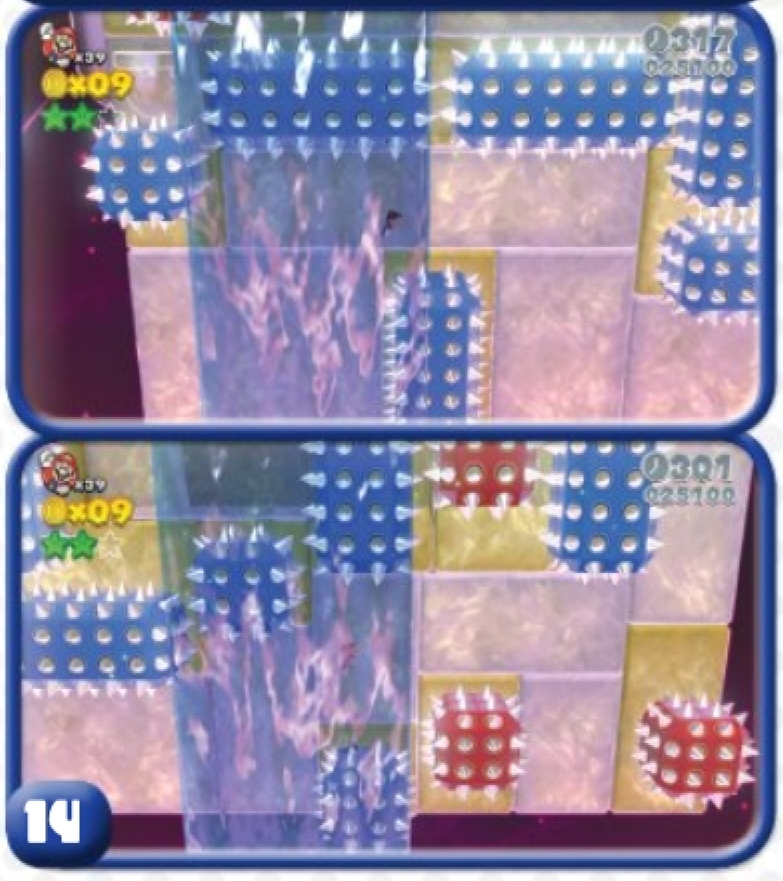
12

Using the Jump Panel, launch up the narrow passage, and use a combination of wall jumps and bouncing off the rears of Horned Ant Troopers to make it to the top of this section.

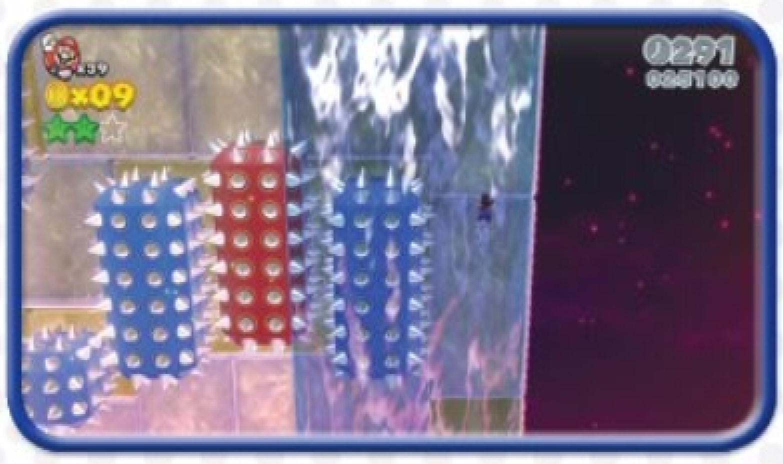


A second climbing sequence requires you to use Piranha Creepers as springboards to reach the next area. Just hold down the jump button and steer your character accordingly to make it. Slow characters, like Peach and Rosalina, or anyone who is small may have to use wall jumps to scale this wall.

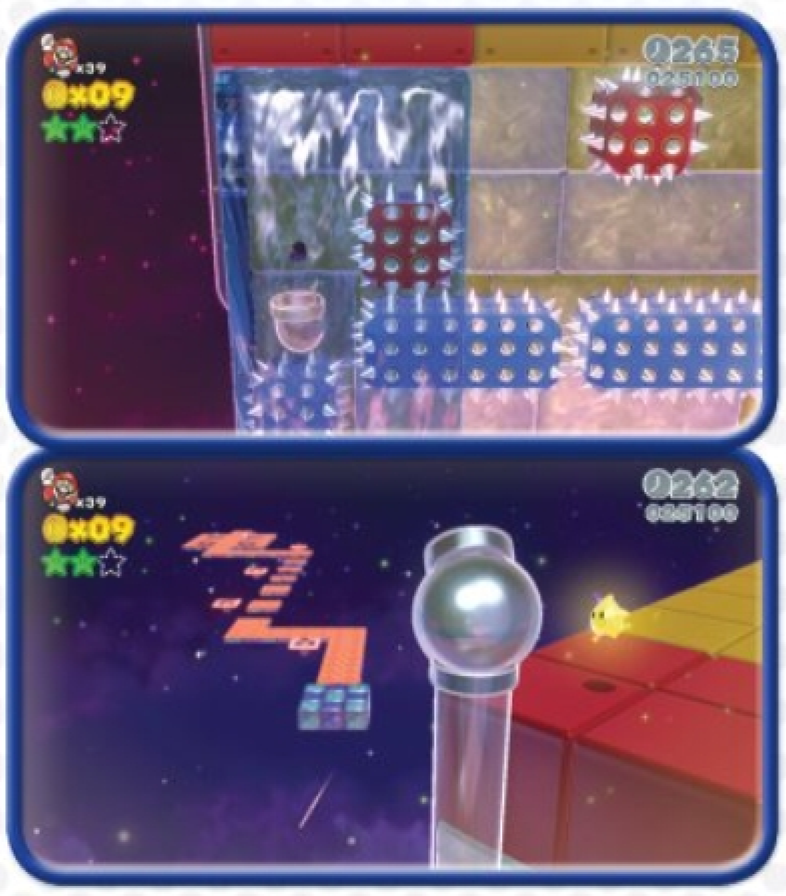
A PLEASANT SWIM



Next, you must swim inside a moving water cube, avoiding all of the Spike Blocks that are in your path until the cube reaches the far right side of the wall. Some of the Spike Blocks are also moving, which can complicate things.

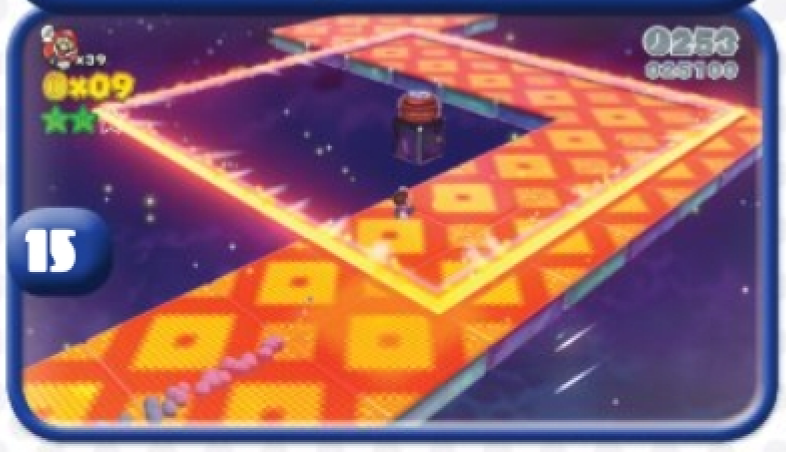


When the water cube reaches the right side of the wall, you should be swimming as fast as you can up the narrow passage to the upper half of the section, before the cube starts its return trip and sends you into the Spike Block or falling to your doom.

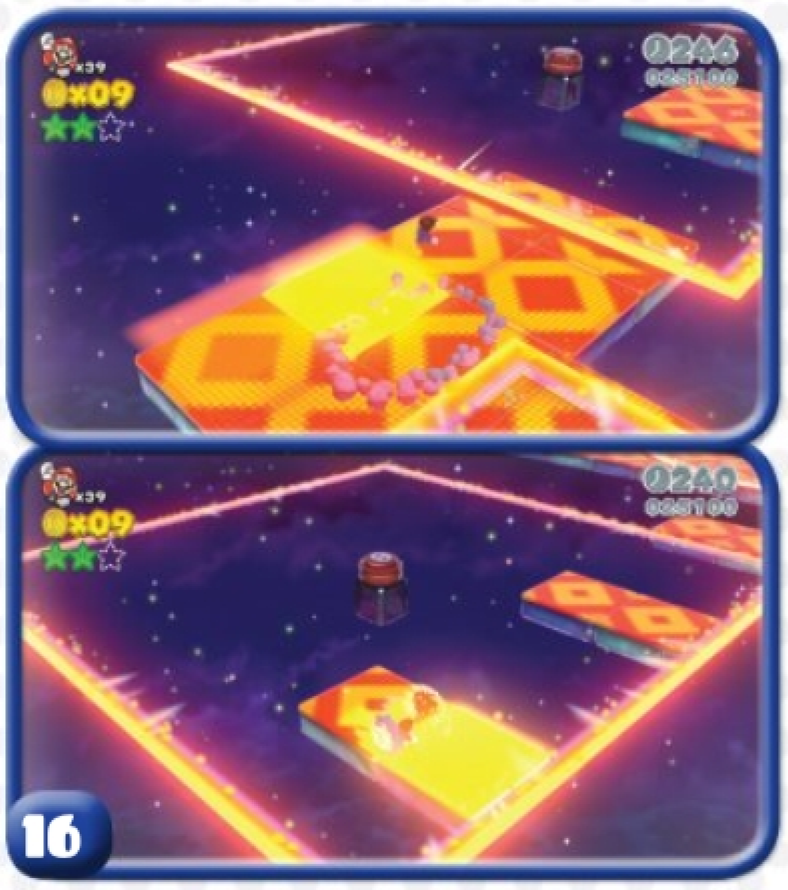


Your destination is a Clear Pipe that sends you to a cannon aimed at the last challenge of the level, protected by one last Spike Block. You can clear the Spike Block faster by using the ground pound to dive right into the Clear Pipe. Behold! You now bear witness to the place where most Champion's Road runs come to an abrupt end.

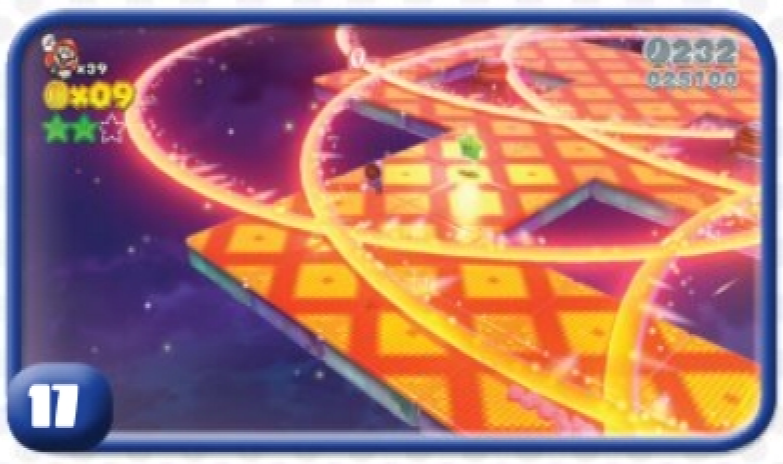
DASH PANELS, BURNERS, AND KEY COINS



It's not end of the level, but you can almost see it from here. The entire track is made of nothing but Dash Panels. To make matters worse, Ring Burners line the whole racetrack, and their dangerous rings can force you to make wild jumps and course corrections at the worst times.



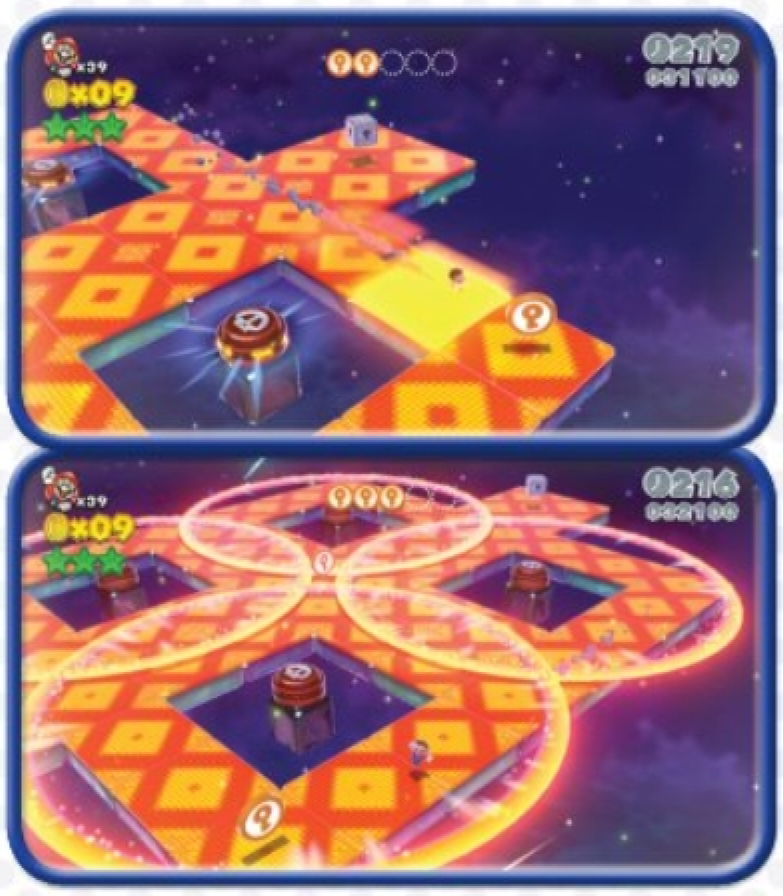
When you get to the section of track that breaks up, we recommend running in a circle at this corner until you see that the Ring Burner shock waves do not appear to be in the way of the platform you are jumping to. The first two platforms are square and easy to land on. The next three, however, are only half the size, and by now another shock from the Ring Burners is inbound. Do not make sudden course corrections in midair at this point; if you do, you're more likely to fling yourself into the abyss.



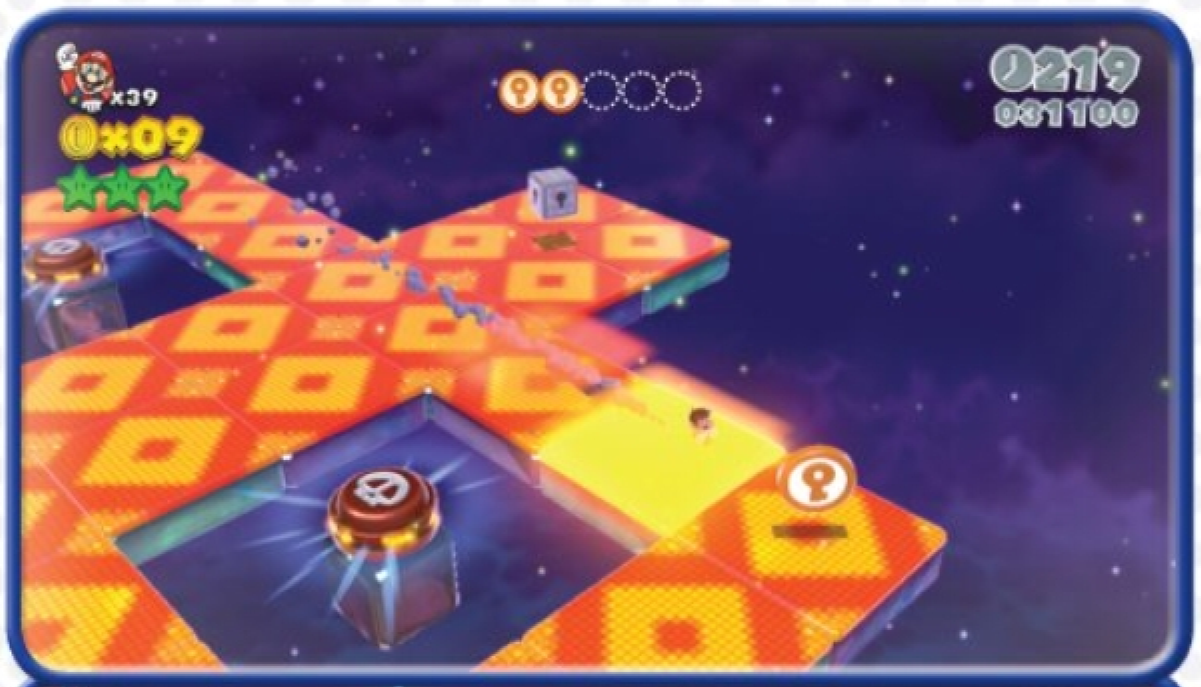
Survive the jump gauntlet, and you'll run down a wide section of track, and eventually turn into a large square area that has four Ring Burners mounted near the corners. On the edges of this area are four of five Key Coins you need, with the fifth in the center.

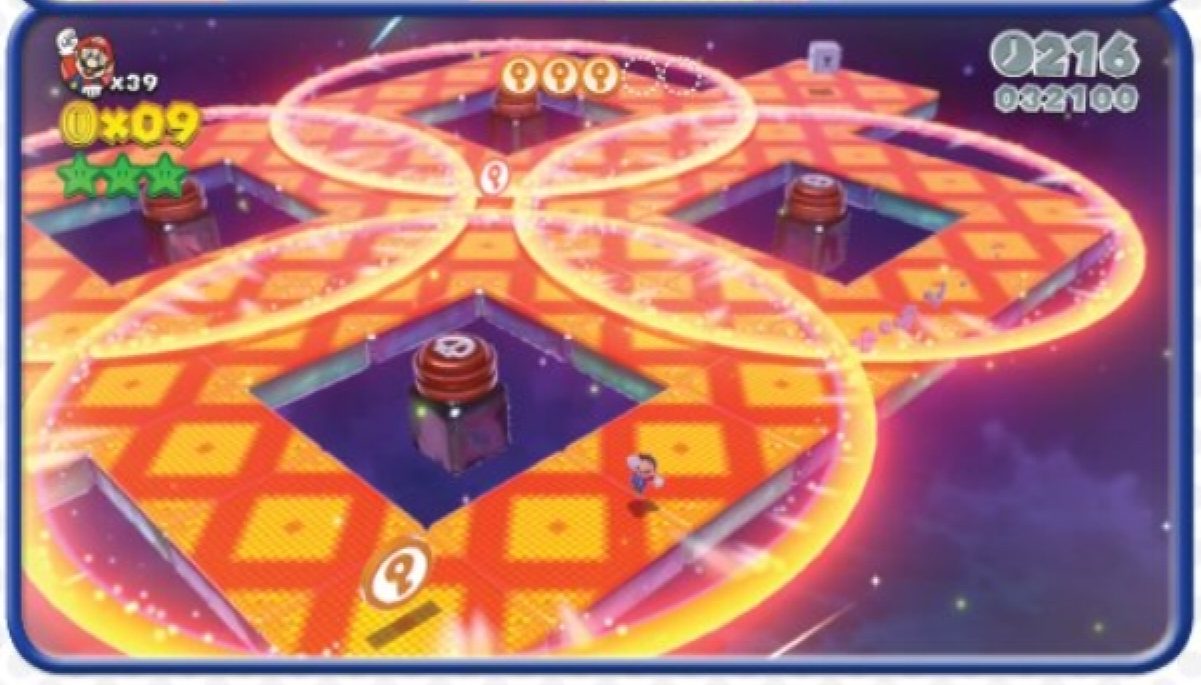
GREEN STAR #3

The last Green Star can be seen just as you enter the final section of the Dash Panel speedway.

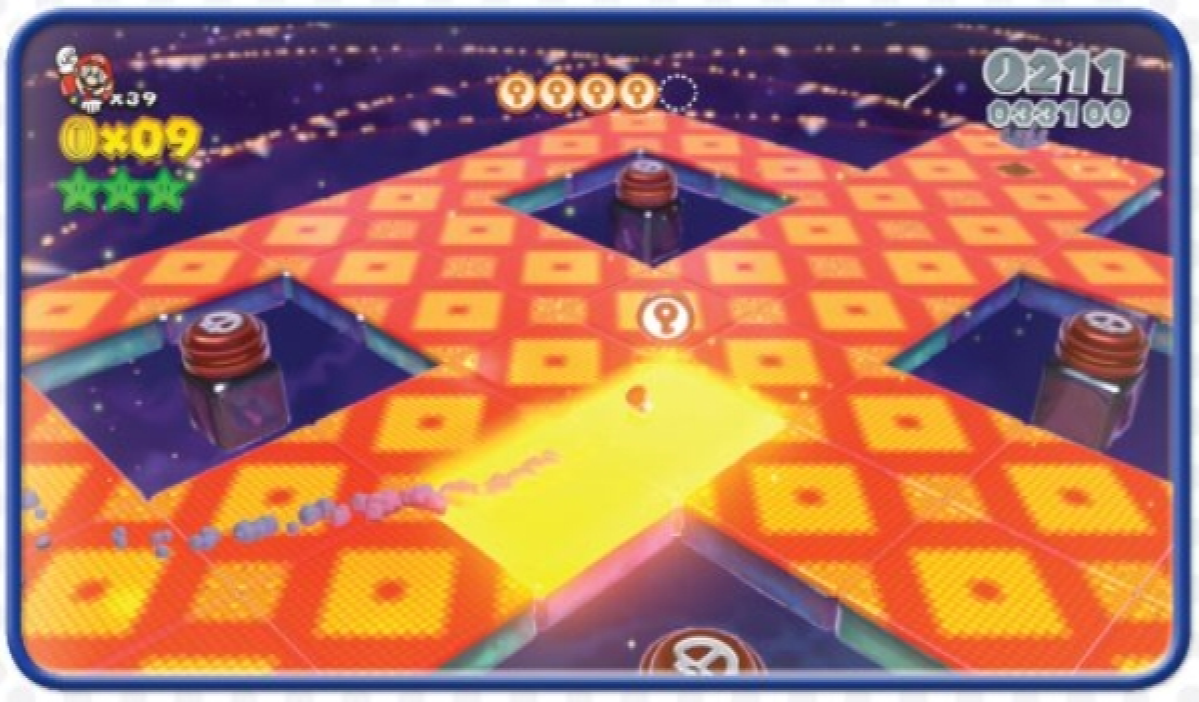


We recommend starting with the two Key Coins on the far left side of the square. If you've timed things right, you should be able to grab the Coins before the Ring Burners make the side path too dangerous to use.



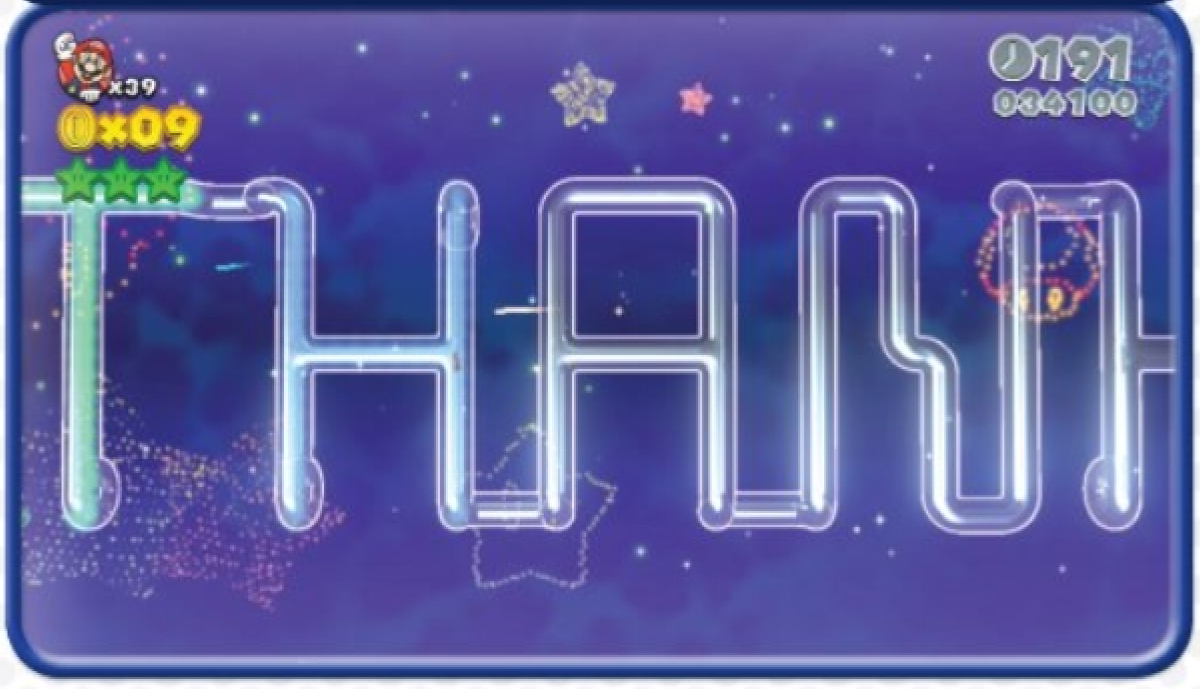


Next, go for the Key Coins on the right side of the square. Be careful, however, as Ring Burners positioned outside the square can still hit you with their shock waves. If you anticipate problems, you can hook back toward the relative safety of the center area. Rosalina, Peach, and Luigi can make this section much easier thanks to their jumping styles.



With the Key Coins on the outskirts collected, loop back around and run down the center of the square to collect the final Key Coin, and then aim straight for the unlocked Warp Box. Once you get to the other side, pause the game, and celebrate in the manner you feel is best. The hard part is over.

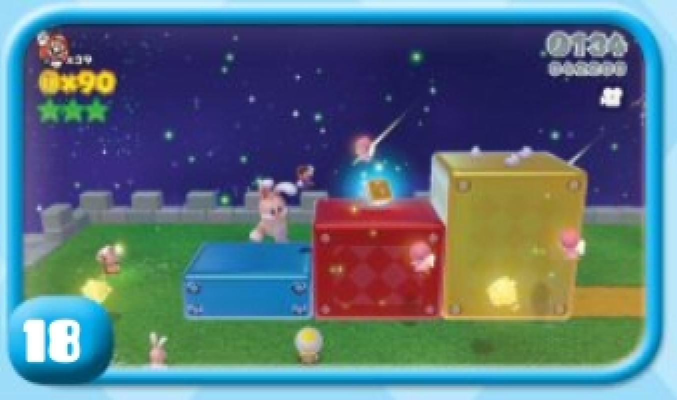
THE END



You have *earned* this. Get inside the Clear Pipe and enjoy the message from the game makers. Then enter the Warp Box at the end of the ride. In the area surrounding the Goal Pole, everyone you've helped and been helped by during the adventure is there to celebrate your victory.

STAMP

The Stamp is on the steps leading up toward the Goal Pole.

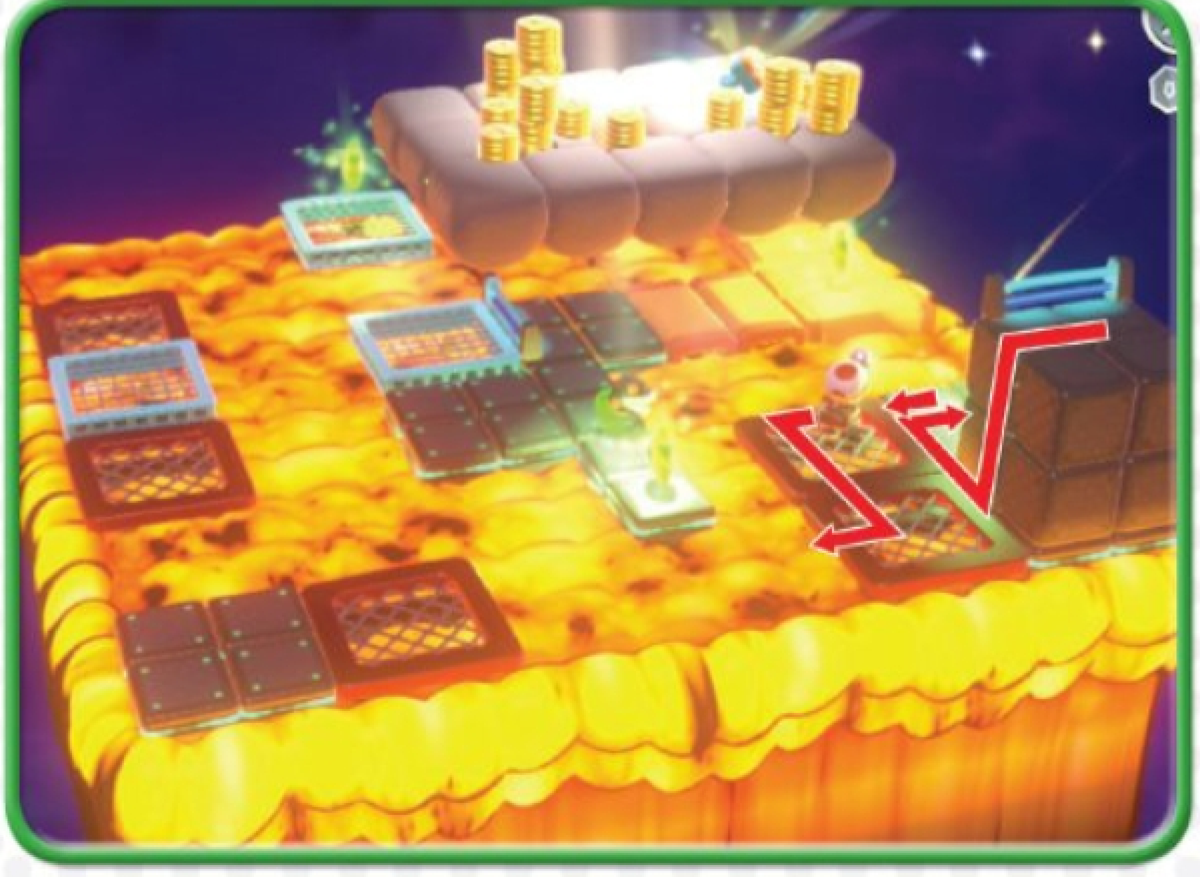


Champion's Road is now your road. Congratulations! Now go run this level with three friends along for the ride.

WORLD CROWN: Captain Toad's Fiery Finale

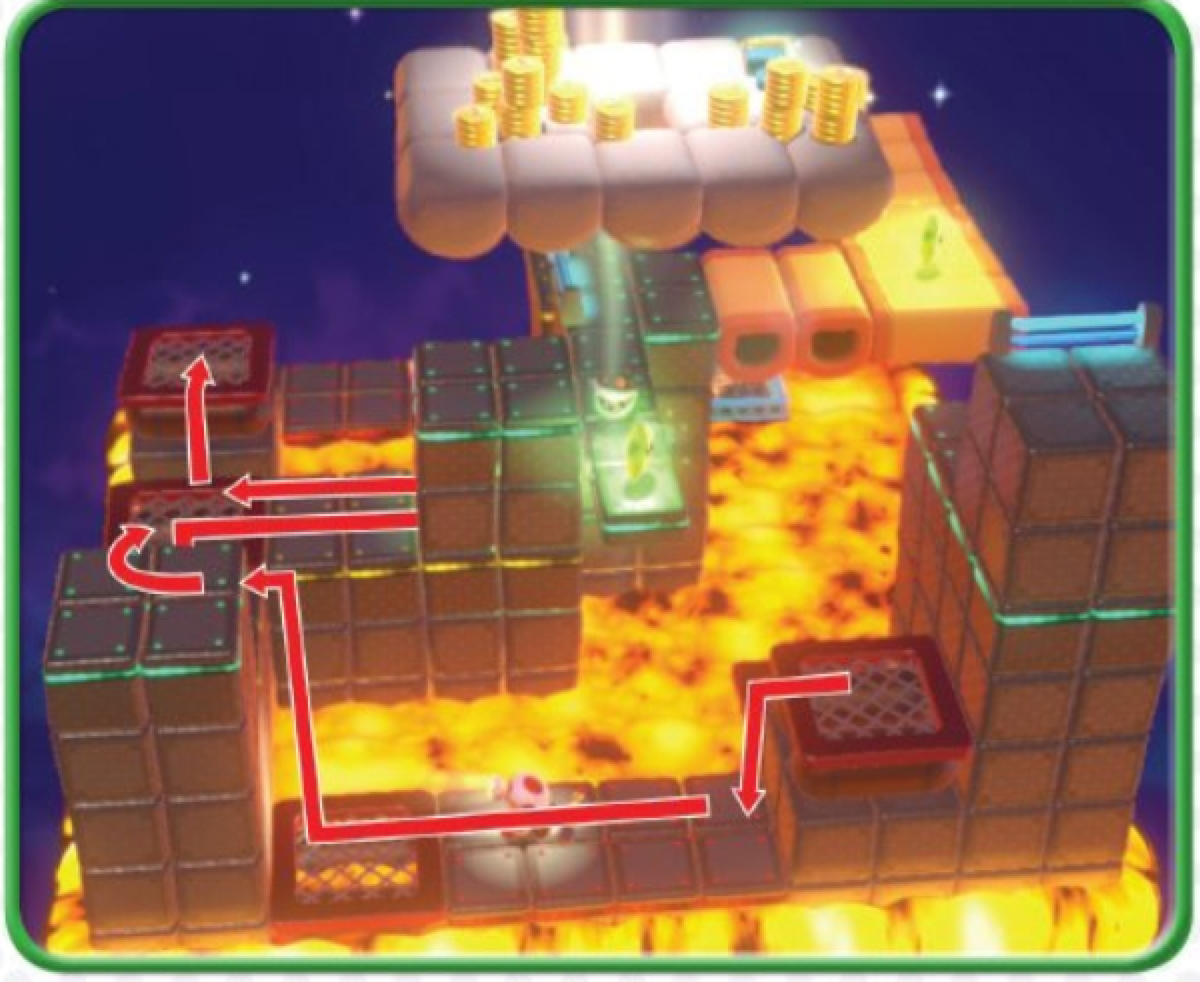
GREEN STAR #1

There's a Green Star right next to where you begin this level. You have to drop down to a red platform, then wait for the lava to rise up and take you high enough so that you can pick up the star. Watch out for the Fire Piranha Plant shooting at you from a separate platform.



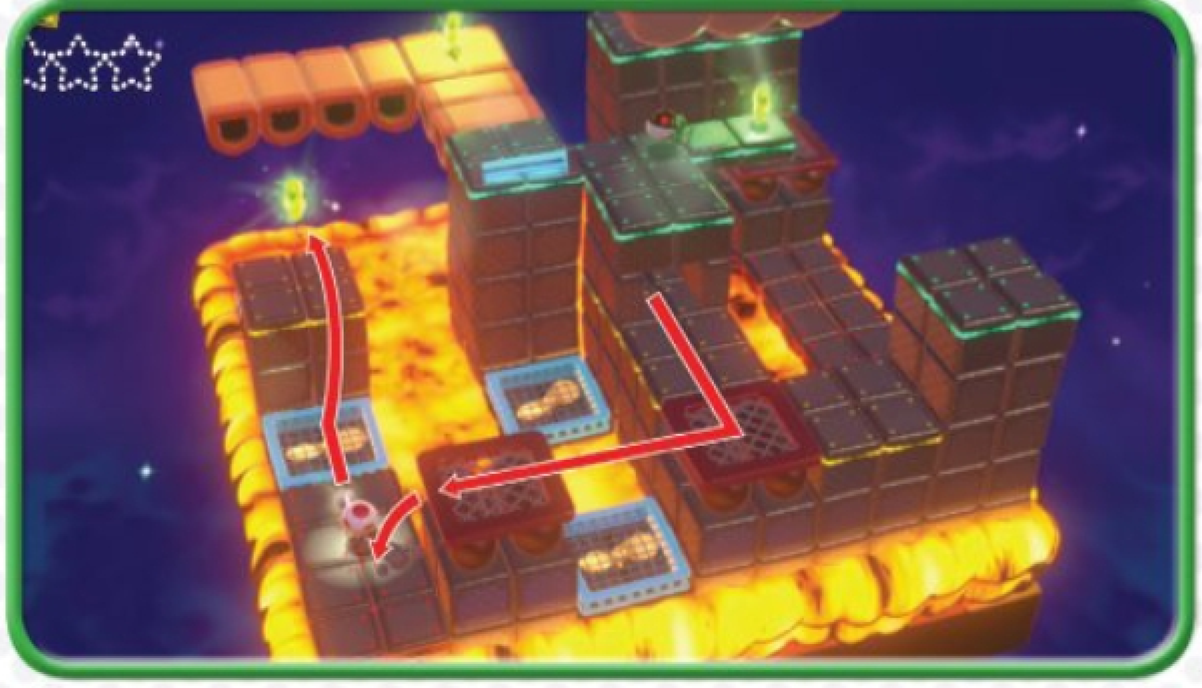
GREEN STAR #2

You now need to reach the pillar across from where you started. While the lava is lowering, you can drop down and enter a small alcove to collect the second Green Star. Run back toward one of the red platforms so the lava doesn't get to you!



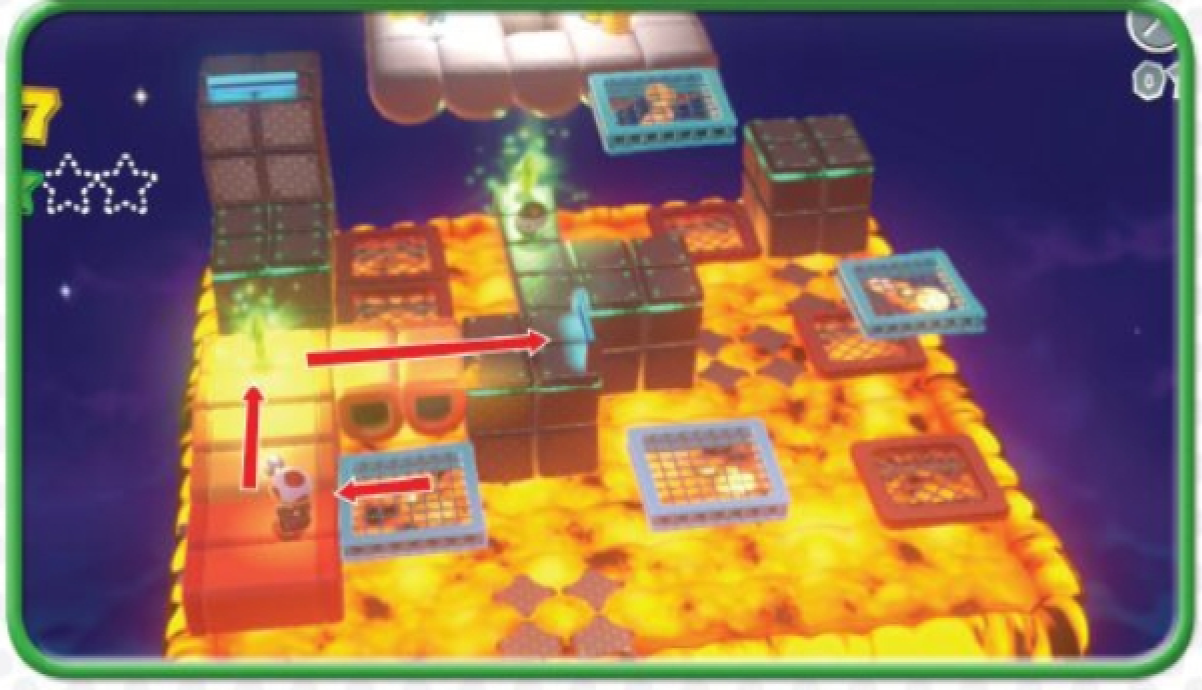
GREEN STAR #3

Use the GamePad microphone to raise the Propeller Platforms to avoid the lava, and then pick up the third Green Star.



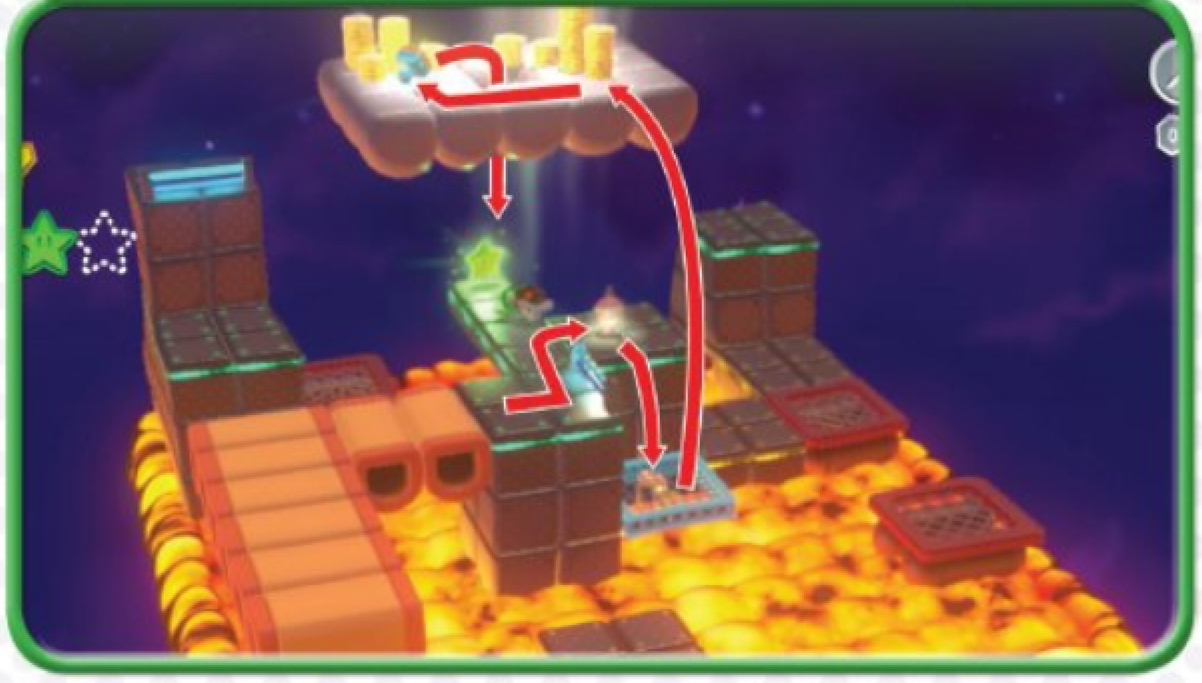
GREEN STAR #4

Another Propeller Platform takes you to a Donut Block bridge where the fourth Green Star awaits. Scramble over to the walkway in front of the Fire Piranha Plant, and make your way over toward another Propeller Platform.



STAMP AND GREEN STAR #5

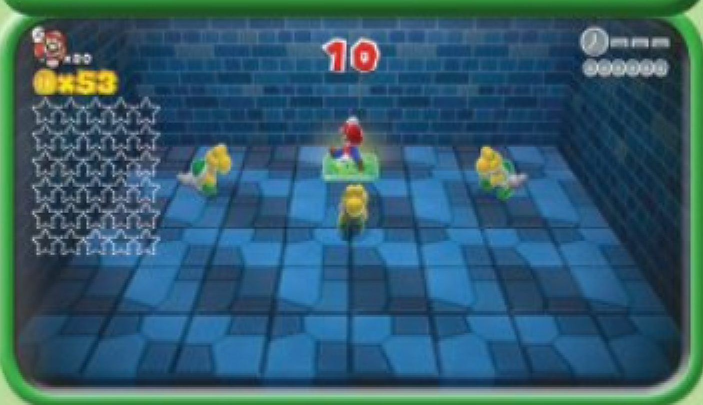
You pass dangerously in front of the Fire Piranha Plant on the way to a Propeller Platform that can take you up to the cloud where you can get the Stamp. With that done, drop down the hole at the center of the cloud on top of the Fire Piranha Plant, and collect the fifth Green Star behind it.



WORLD CROWN:
Mystery House Marathon

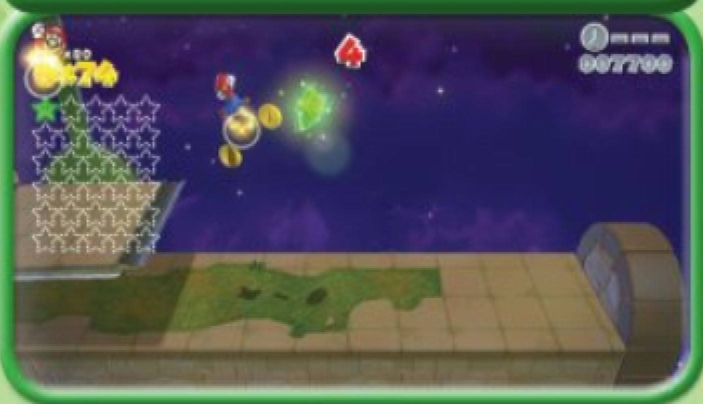
Presenting you with challenges faced in previous Mystery Houses, and with some original puzzles and remixes along the way, the World Crown Mystery House lives up to its name. Thirty Green Stars and a Stamp are at stake here. Fortunately, you don't need to collect everything in one run. If you get to a room that is consistently stopping your progress, you can leave the Mystery House and try again later. Green Stars that you've already collected will be saved.

GREEN STAR #1



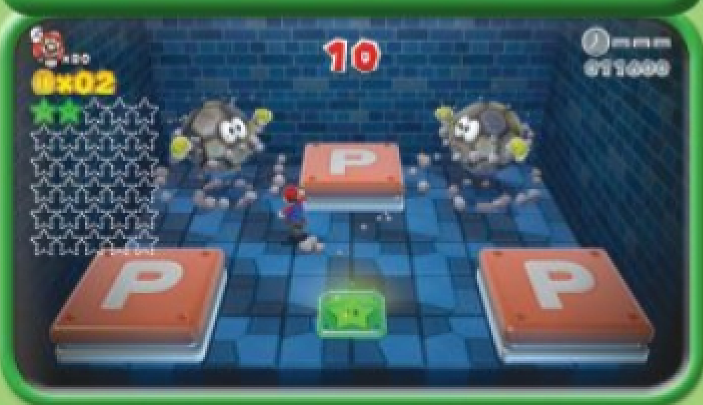
Three Koopa Troopas are an easy start. Don't get hit by their ricocheting Shells!

GREEN STAR #2



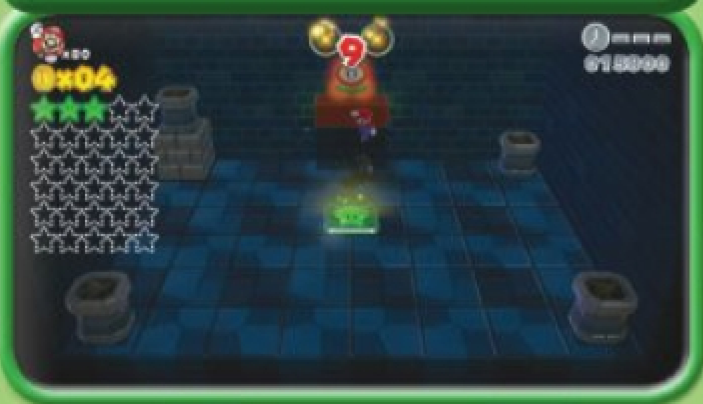
It can be surprisingly easy to mess this room up. Make sure you jump between pendulum platforms when they are close enough that you can easily make the jumps. Don't miss the Green Star in your first try, as you may not have time for a second chance.

GREEN STAR #3



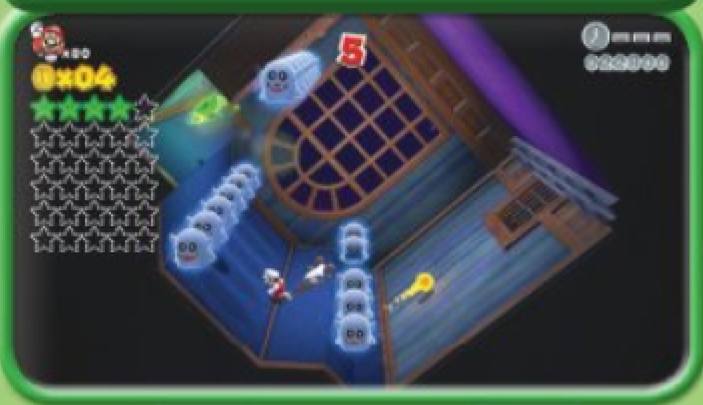
Use two Brolders on two of the P Switches; stand on the third one yourself.

GREEN STAR #4



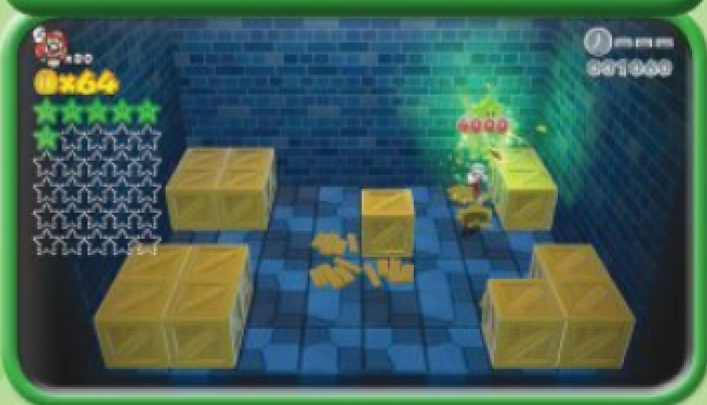
Grab a Fire Flower from the ? Block and light the four torches in the corners of the room.

GREEN STAR #5



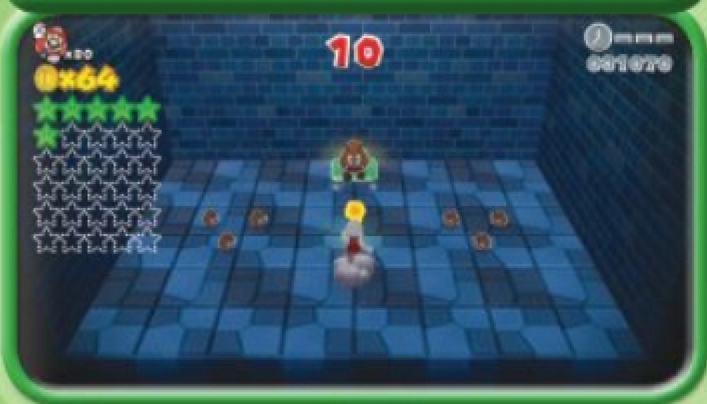
The room rotates the Green Star toward you—just avoid the Peepas until then.

GREEN STAR #6



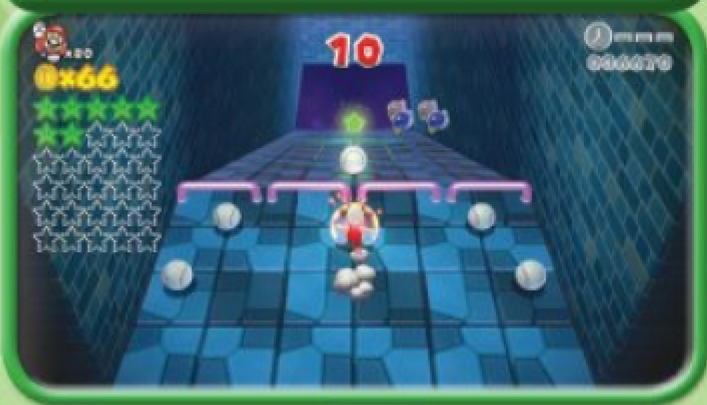
The crates in the upper-right corner of the room hide the Green Star.

GREEN STAR #7



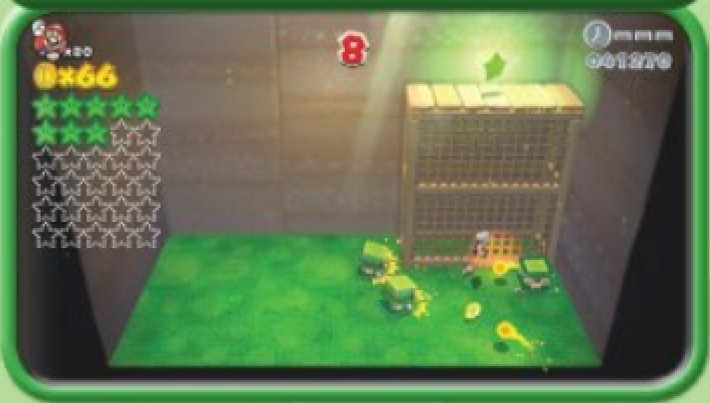
The Goomba and Mini Goombas that rush you in this room should be simple to deal with. If you stand in place and time your jump just right, you can take out all the Mini Goombas without moving an inch.

GREEN STAR #8



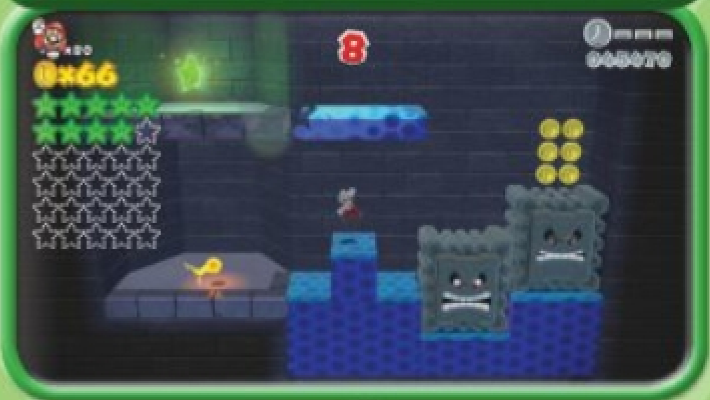
You can either throw a baseball down to the star, or you can jump down there and get it yourself.

GREEN STAR #9



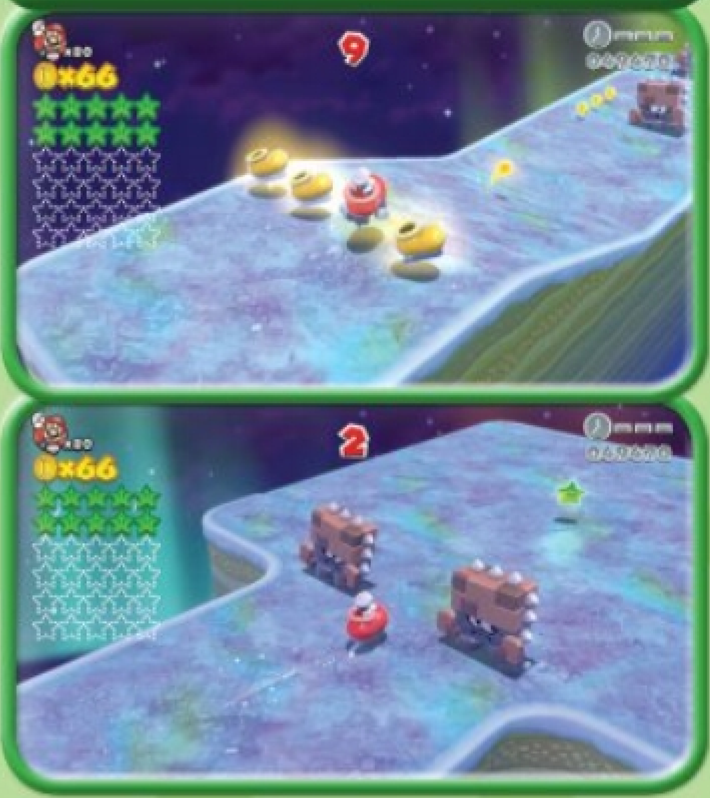
Turn one of the Hop-Chops into a springboard, then ground pound off it to be launched high enough to grab the star.

GREEN STAR #10



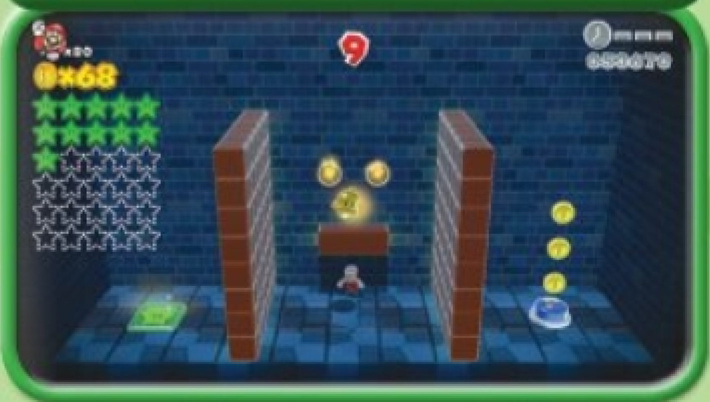
The Thwomps will reveal the terrain when they crash down. Use them to get to the star above your start point.

GREEN STAR #11



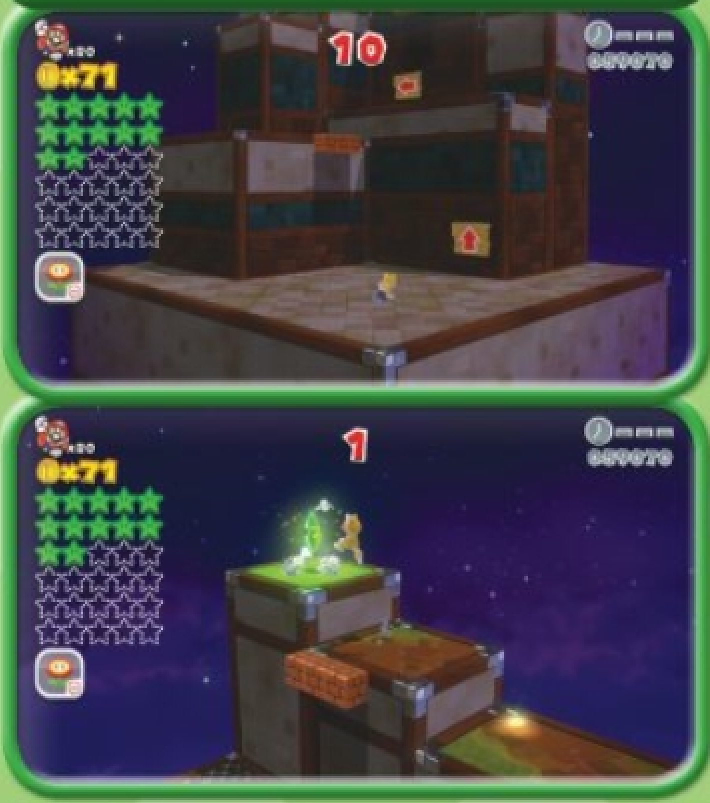
Use a ice skate to slide past the Walleyes and reach the Green Star at the bottom of the hill. If you lose the skate, you're not going to make it.

GREEN STAR #12



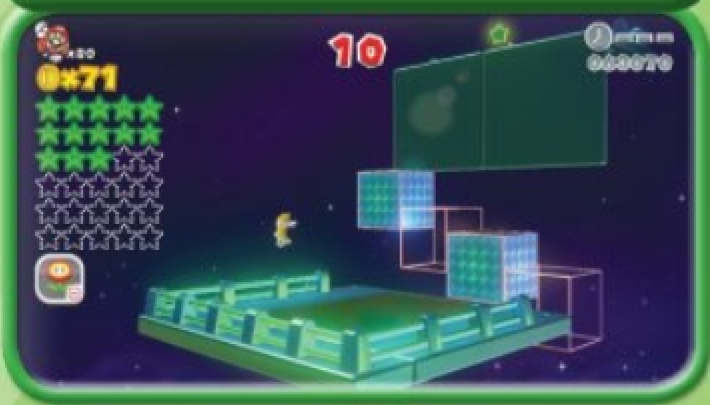
Grab a Super Bell from the ? Block, then hit the P Switch behind the right wall to make the Green Star appear.

GREEN STAR #13



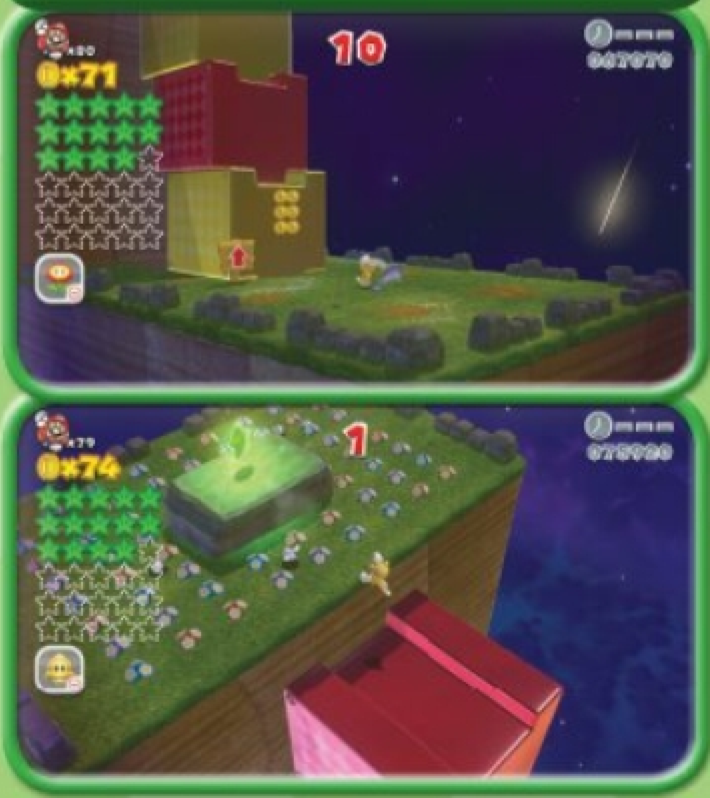
You start at the bottom of a tower. Luckily, the previous room handed you a Super Bell! Scale the tower as quickly as you can; the star is at the highest point. Don't leave the area right after collecting the star! You can pick up a spare Super Bell from a glowing spot on the ground near the Green Star's location, and that might be useful to have.

GREEN STAR #14



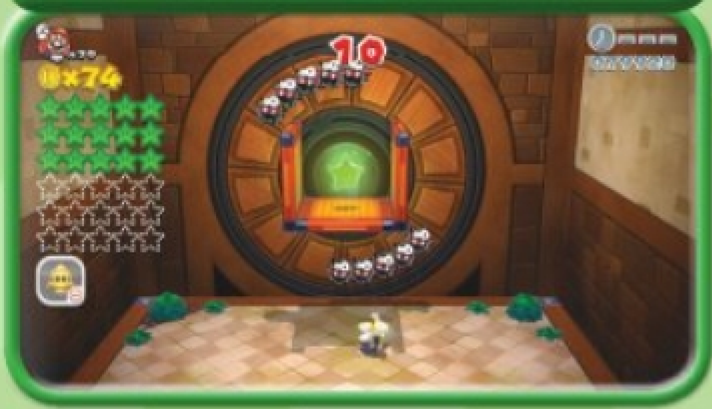
You need to use the Beep Blocks to get up to the wall, then use your Cat Power-Up to climb the wall and reach the star.

GREEN STAR #15



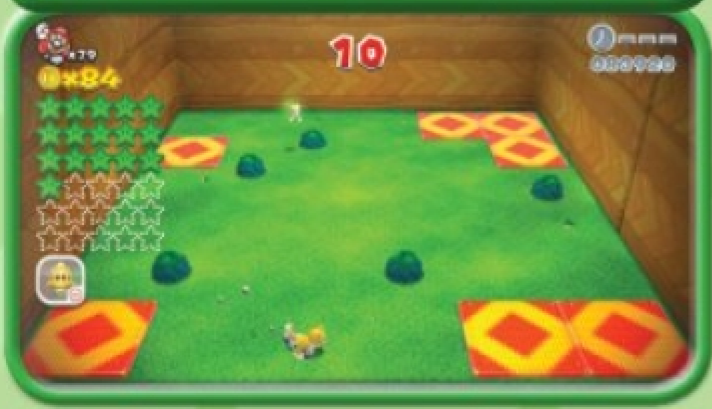
This is possibly the hardest room in the marathon. Scale the falling sections of wall to reach the star at the very top. Don't forget to rest on each platform for a brief moment (very, very brief) to reset your climb time.

GREEN STAR #16



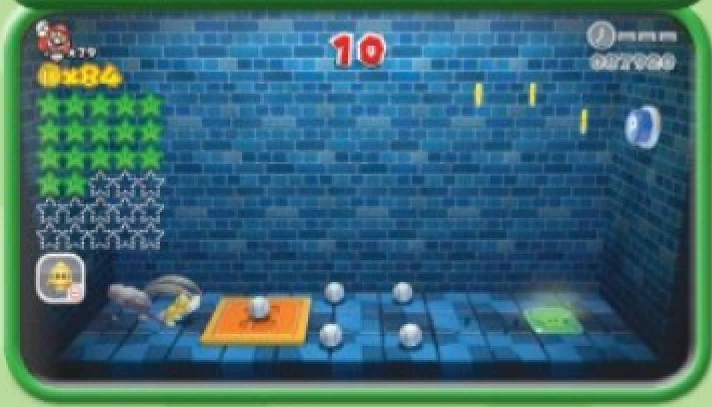
You can either use the rotating conveyor belt on the wall with the Cat Power-Up to reach this Star, or you can use a spin jump to make things easier.

GREEN STAR #17



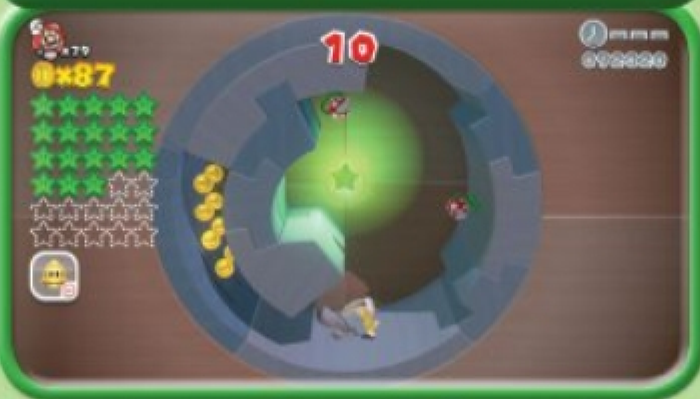
This Rabbit is very fast. Let the Dash Panels boost you at him—don't try to jump! Just concentrate on running right into him to make the Green Star appear. Don't forget to touch the Rabbit with the touch screen in order to catch it easier.

GREEN STAR #18



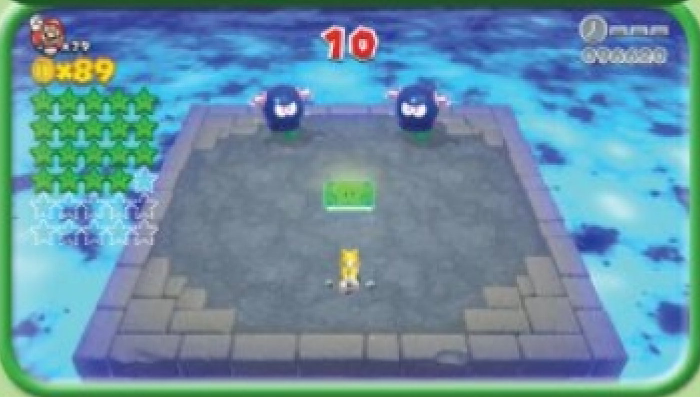
Hitting this P Switch with a baseball can be very difficult. When using the Jump Panel, try to move closer to the target before making the throw.

GREEN STAR #19



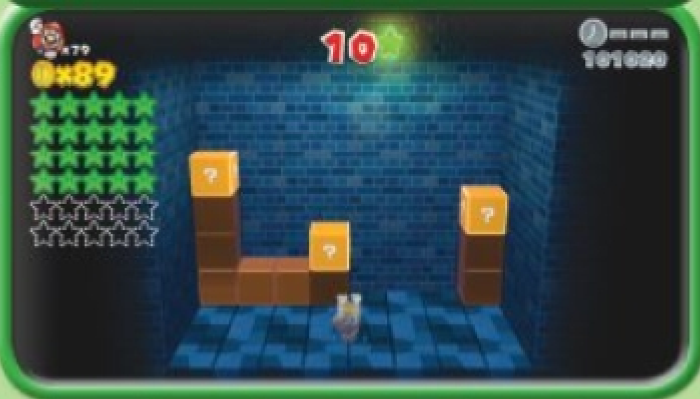
Run to the right to rotate the room around to reach the Green Star. You can easily reach the star right away by just climbing up the back wall with the Cat Power-Up.

GREEN STAR #20



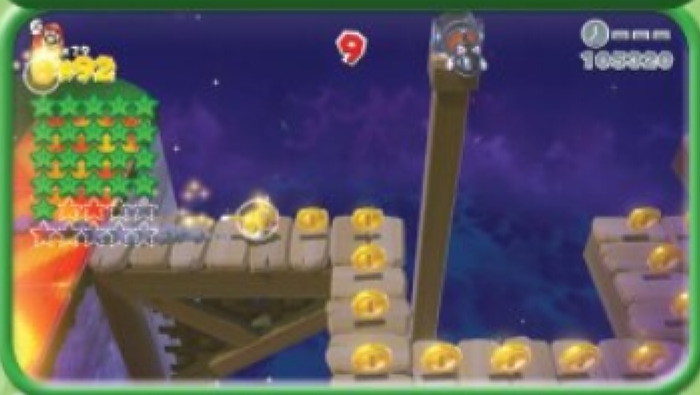
You can take out these Bullies faster by letting them run at your starting position near the lava, jumping over them, and attacking them from behind to shove them off the platform.

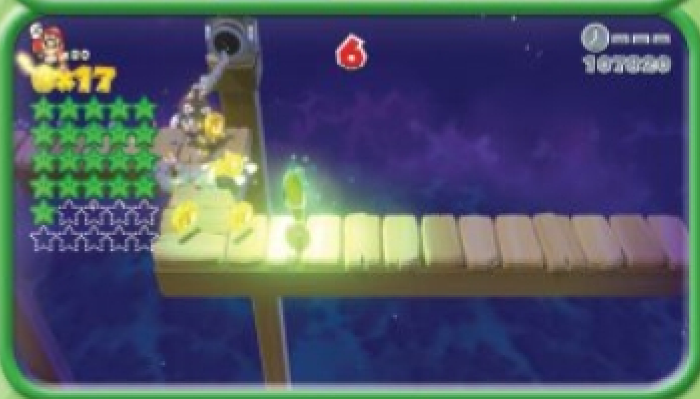
GREEN STAR #21



The middle ? Block here creates additional blocks that you can use as stepping stones to reach the star. The Cat Power-Up's ability to climb wallscan make this room go by quick.

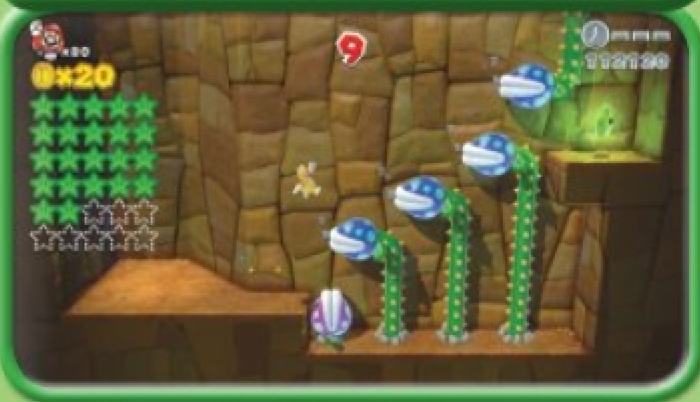
GREEN STAR #22





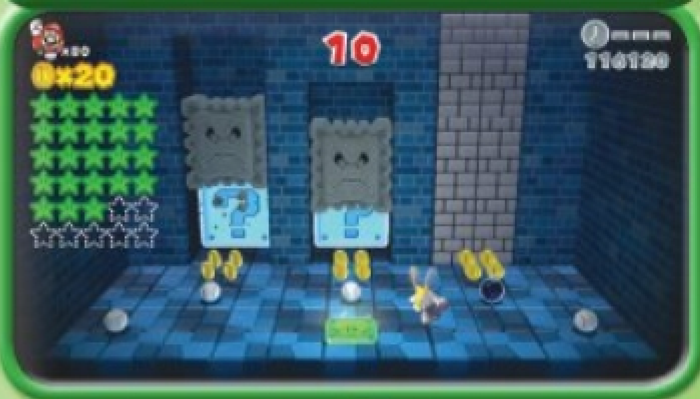
The winding walkway looks intimidating, but thanks to the Dash Panels you can jump over two separate gaps to reach the Green Star, so long as you remain perfectly centered on the first walkway. Watch out for the Cat Bullet Bills!

GREEN STAR #23



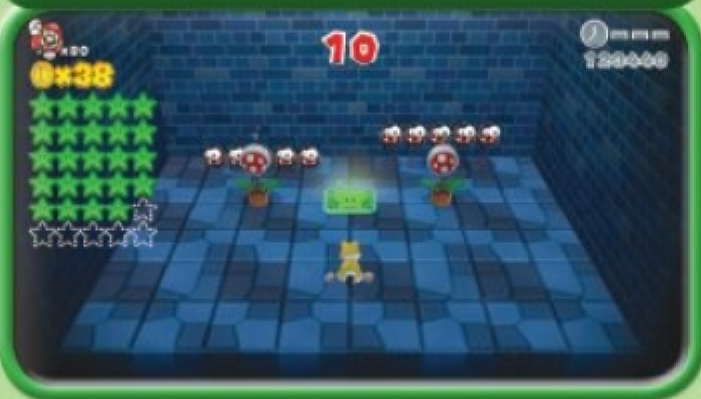
Use the Piranha Creepers here as stepping stones leading up to the Green Star.

GREEN STAR #24



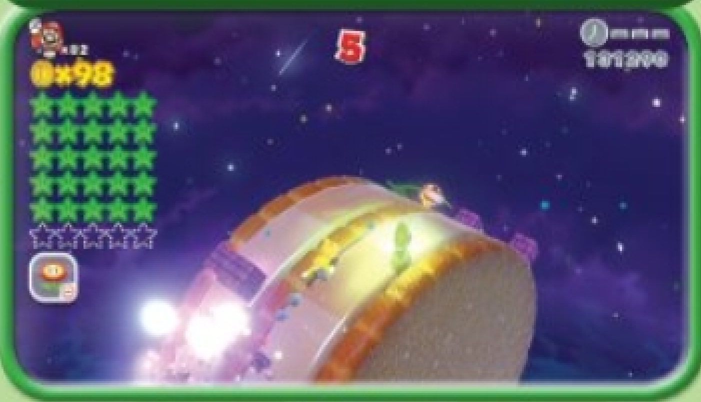
Thwomps guard two of the panels you need to light up, while a bomb is needed to destroy the blocks protecting the third. Use baseballs on these panels to light them up as soon as they are exposed!

GREEN STAR #25



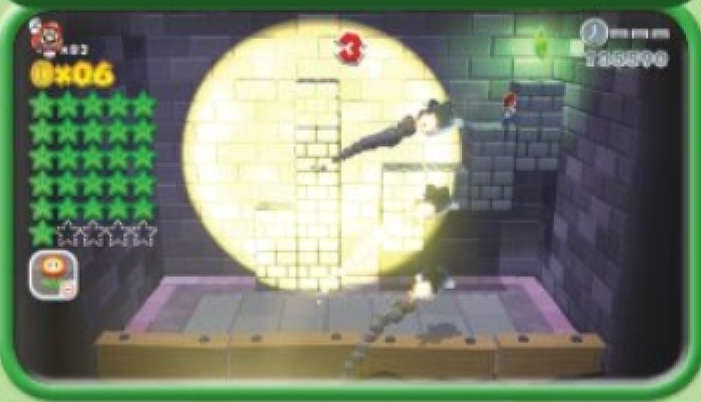
Use one of the potted Piranha Plants to eat up the Fuzzies along the walls, then defeat the Piranha Plants, including the one you used. The star appears once all of the enemies are gone.

GREEN STAR #26



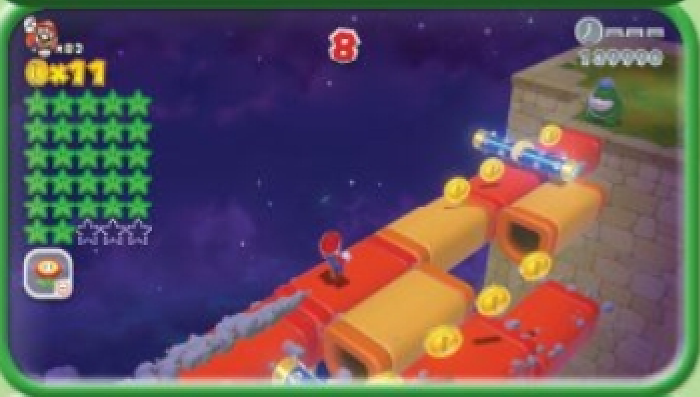
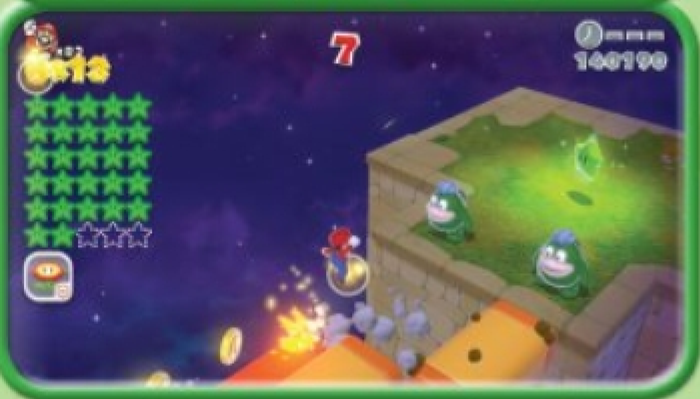
Run along this wheel, favoring the right side, and bash your way through blocks and Piranha Plants until the Green Star rolls into view.

GREEN STAR #27



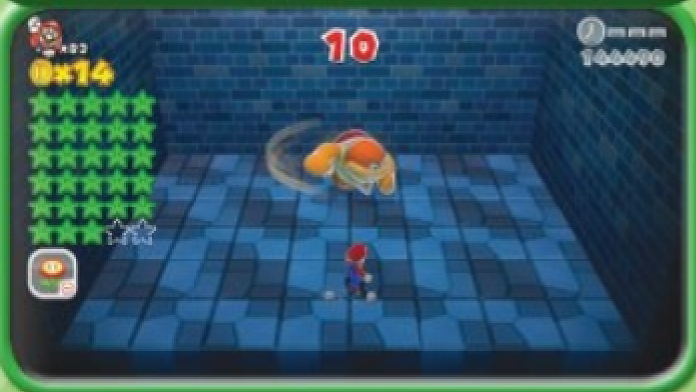
In this room, the spotlight calls in Cat Bullet Bills that can destroy the blocks you need to use to get to the star. You can't hesitate once the shooting starts.

GREEN STAR #28

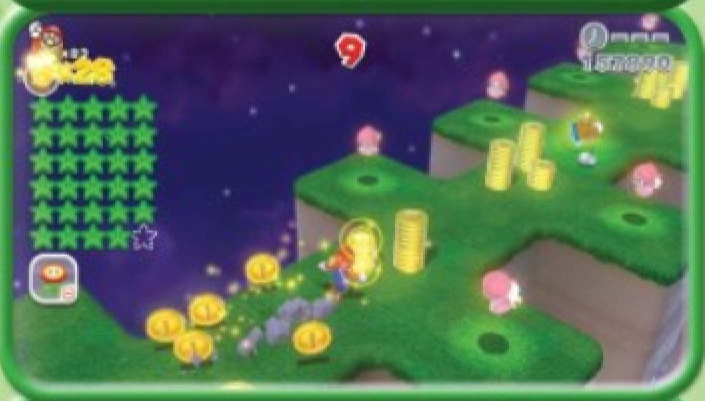
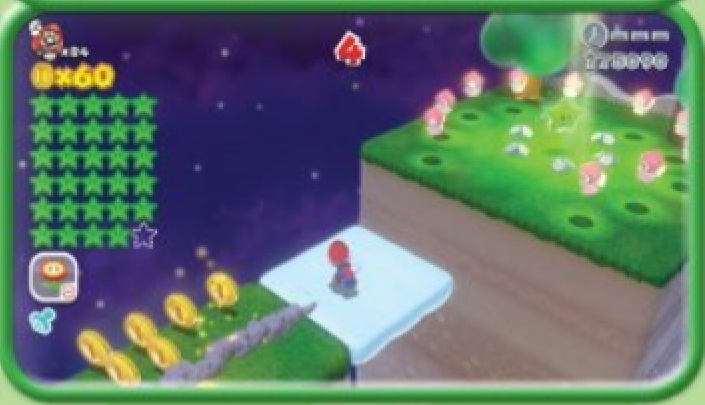
Run along the Donut Block bridges, but be ready to jump to avoid the rollers being tossed at you by Spikes, as well as to escape the falling Donut Blocks. The rollers cause the blocks to sink!

GREEN STAR #29



Boom Boom has come out to play! Unfortunately for him, you need only land one good stomp to finish him off. Time keeps ticking as he goes through the motions of defeat, so stay near the star panel on the floor to grab the Green Star the moment it appears.

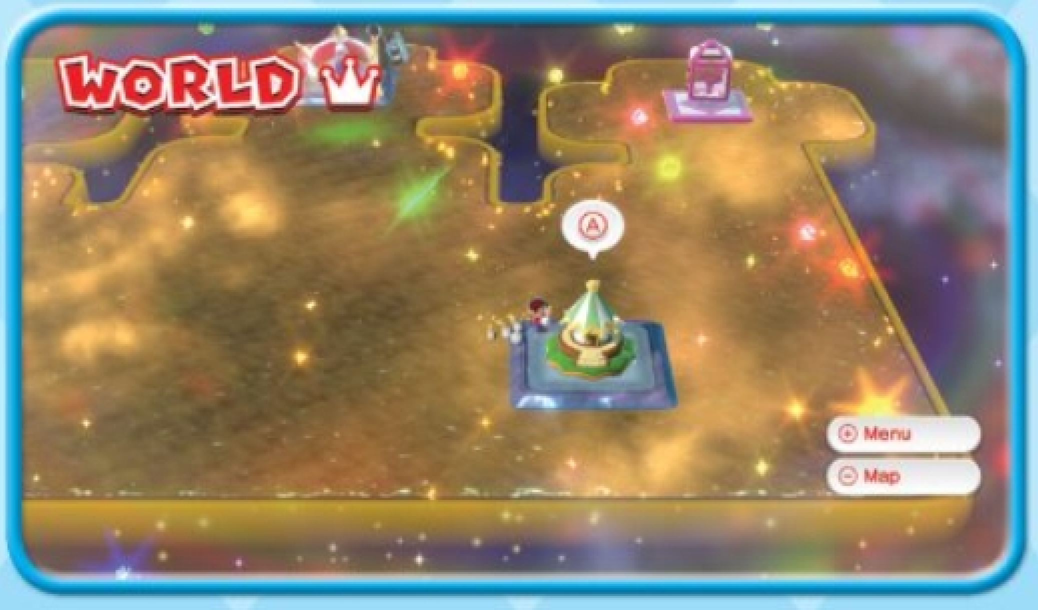
STAMP AND GREEN STAR #30

Almost as a celebration of your victory here, the Stamp and the 30th star requires only a simple, straight run through piles of Coins. Run as fast as you can; the 10 game second time limit still applies here! Don't forget to jump to cross the final gap between you and the star.

STAMP

World Crown: Sprixie House

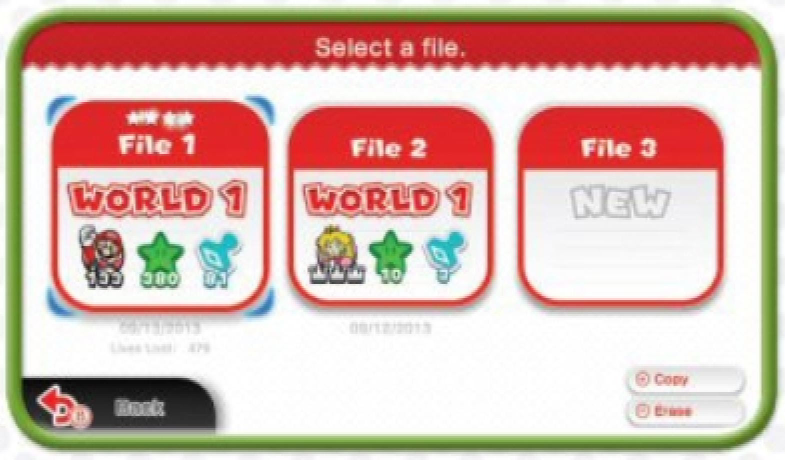


This Sprixie House can be entered as soon as you reach World Crown.

Secrets

Super Mario 3D World has a number of secrets beyond simply collecting all of the Green Stars and Stamps. From secret Warp Pipes that launch you past whole Worlds to a fifth playable character introduced in World Star, there's lots to discover, and some of it may surprise you.

Star Ratings



As you complete certain tasks throughout the game, you might notice in the File Select screen that your save file will start to display stars above the file number. This star rating is a measurement of your progress throughout the game, both in terms of completing levels, and in terms of collecting everything. You can have a maximum of five stars on your save file, which indicates full completion of the game! The chart below explains what it takes for each star rating.

Number of Star Ratings	Unlock Conditions
1	Complete the game up to World 8. You can skip worlds using the secret Warp Pipes on Worlds 1 and 4.
2	Collect all Green Stars in the first eight Worlds.
3	In addition to the requirements for the first two stars, you must complete World Star, World Mushroom, and World Flower.
4	Collect all stars in the first 11 Worlds of the game.
5	Including all previous requirements, the following must also be accomplished: Complete all stages in the first 11 Worlds by reaching the top of the Goal Pole, complete every stage with every character, and collect every Green Star and Stamp in the first 11 worlds. The moment you reach World Crown, you've earned your five star rating!

A Fifth Hero: Rosalina

Unlocked after completing World Star-2, Rosalina leaves the confines of the Comet Observatory to lend a helping hand to our heroes! Like Princess Peach, Rosalina is not the fastest runner; she takes some time to build up speed. However, her basic jumps are similar to Luigi's, and unlike every other character you can play, Rosalina can attack her enemies without stomping on them or using a Power-Up. She has a special attack that's all her own.

Rosalina's spin attack is executed by tapping the Dash button. You can use this while moving, while jumping, or simply while standing still. Rosalina's spin attack can be used to take out most basic enemies in the air or on the ground, but it really shines during difficult platforming sections. While her slow speed might make jumps more difficult, the spin attack acts as a sort of double jump that can keep you in the air for a little bit longer, and can even be used to change direction in the event that you overshoot your intended landing spot. Much like Peach, Rosalina is excellent for players who want to explore levels more thoroughly.

CAUTION

There's Always a Catch ...

Unlike Peach, who retains her float ability regardless of what Power-Up she has equipped, Rosalina cannot use her spin attack when she is using any Power-Up. Only as Super or Small Rosalina can she use this spin attack.

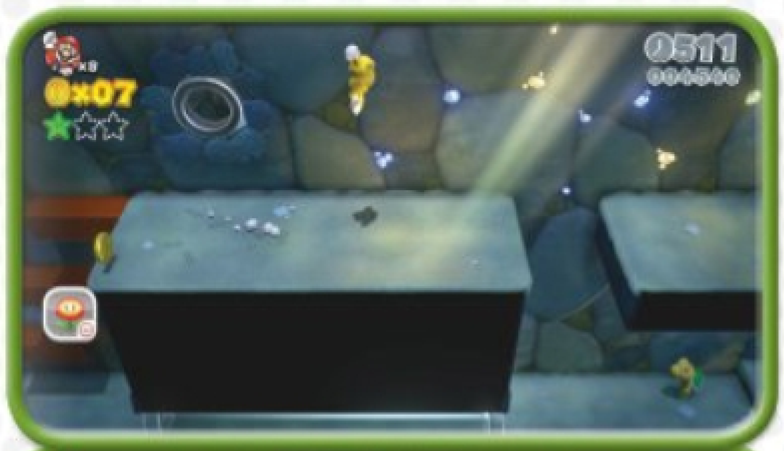
NOTE

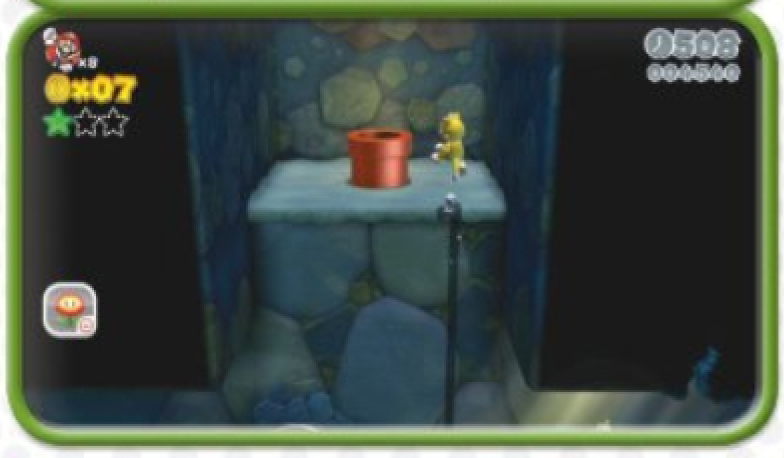
On top of the basic star ratings, there is an additional bonus for players who have not used an Invincibility Leaf: sparkling stars! Remember, the Invincibility Leaf only appears in the event that you lose five lives while trying to clear a level. You can hit the Assist Block the Power-Up appears in, you can stare at the item or the box all day, but the moment you actually *use it* to gain the Assist Block, you'll lose that sparkle on your save file star rating. You can re-earn the sparkles by completing the level without using the Invincibility Leaf.

Secret Warp Pipes

There are two secret Warp Pipes hidden in certain levels that can help you skip whole Worlds.

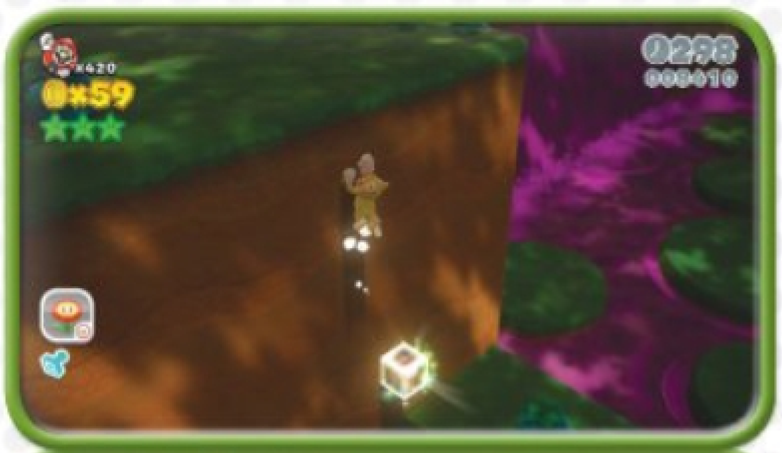
World 1-2

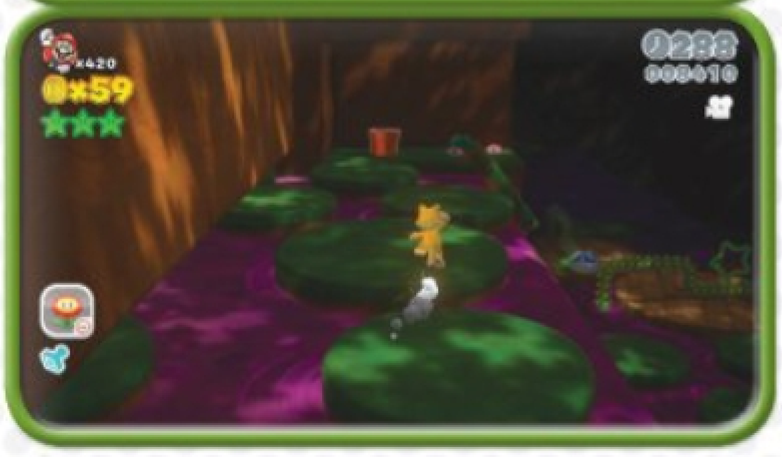




Climb up the wall just above where you find the Stamp in this level to find a Warp Pipe that sends you to the start of World 2.

World 4-2

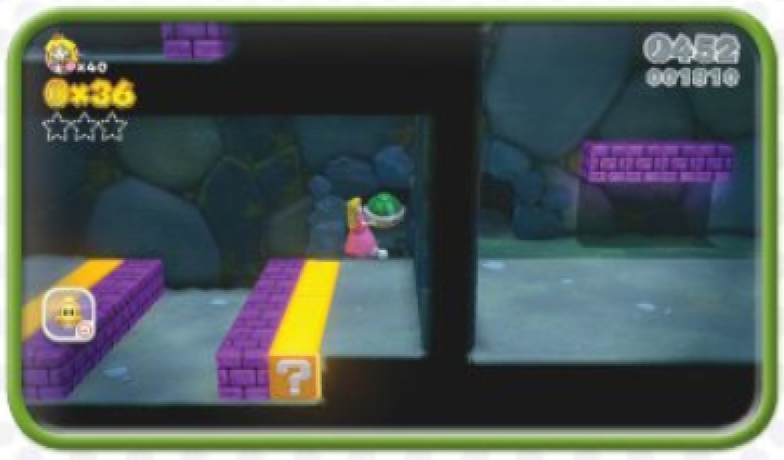




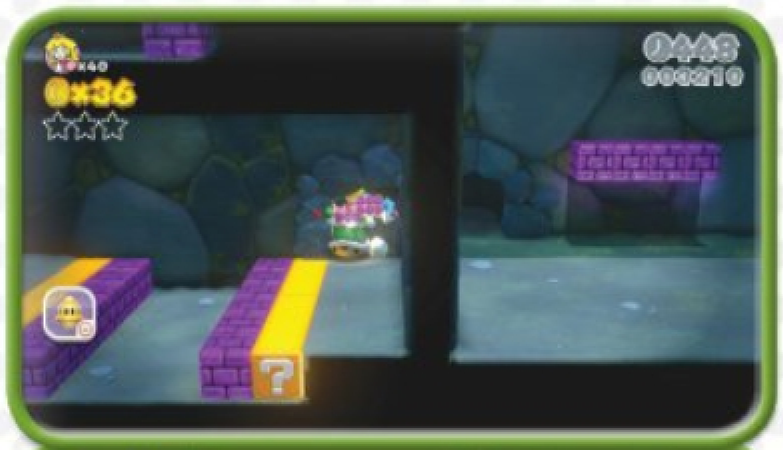
After getting through the caves where you find the Checkpoint Flag, your return to the outside world places you next to a Roulette Block. Climb up the wall above it to access another level of the swamp, where you can see the Warp Pipe that sends you to World 5.

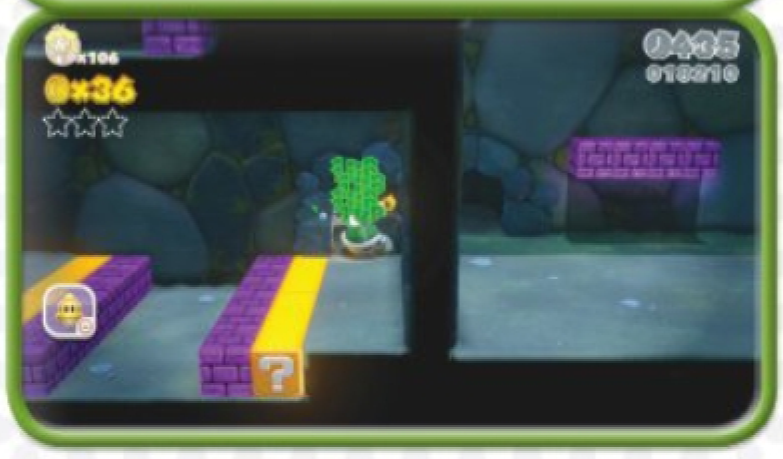
Maximum Lives

There are many methods to earning extra lives. You can collect 1-Up Mushrooms, collect 100 Coins, or stomp eight enemies in a row. However, there's no way that's faster than, or accessible as early as, this method, which you come across in World 1-2.



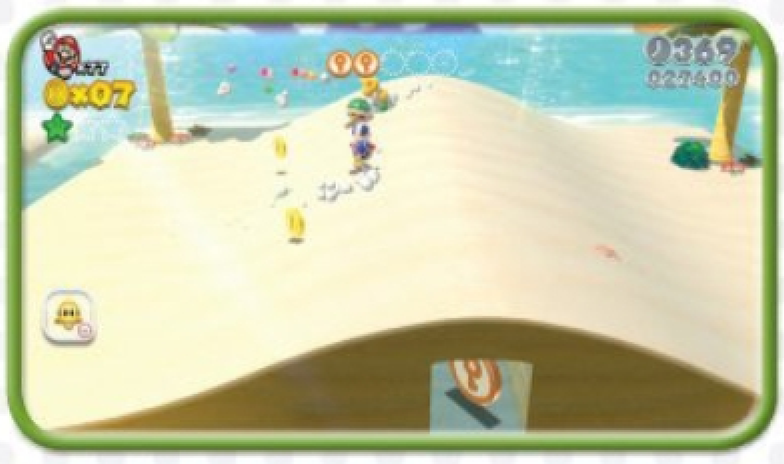
Not long after entering the cave, you can drop into this side area, where a Koopa Troopa patrols alone. Take its Shell, then walk to the mouth of the nearby passage. Position yourself with the Shell as Peach appears in this screen shot. You should be Super size for this.





Kick the Shell into the wall while jumping simultaneously. You'll probably get hit in the process (which is why you want to at least be Super sized), but you'll settle into a repeating pattern of bouncing off the Shell and bouncing into the roof. You can make this a little safer by diving into the shell, start bouncing between walls, then jumping out of the Shell. You don't even need to hold your controller at this point! You can accumulate the maximum of 1,110 lives within a few minutes using this method.

This is incredibly useful for playing with friends. Multiplayer *Super Mario 3D World* can tear through a stock of extra lives very quickly, especially on difficult levels. Having so many extra lives can give players of all skills plenty of leeway to get through difficult stages, and can make up for any unfortunate "accidents" that may occur during multiplayer.



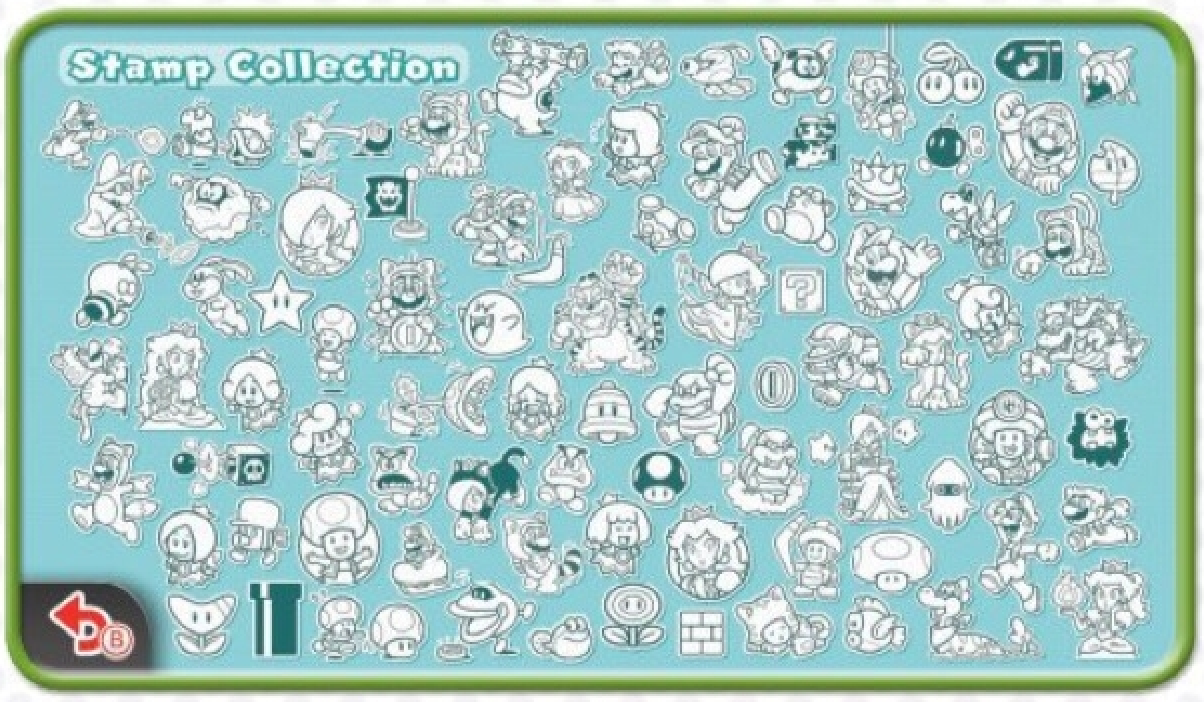
Another notable location to pull off this trick is this hill on the beach in World 5-1. The passage you must enter for the Key Coin can be used in similar fashion, and there are plenty of Koopa Troopas on hand who can donate Shells to the cause.

Locked Levels

It is possible to run through the game without collecting every single Green Star in your path. However, some levels require you to have a certain number of Green Stars in your possession before you can enter them. These requirements become much steeper the farther in the game you go, so it behooves you to make sure you're steadily increasing the size of your star collection.

Level	Star Requirements
World 1-Castle	**10**
World 2-2	**15**
World 3-2	**30**
World 4-Castle	**50**
World 5-3	**80**
World 6-3	**100**
World 7-Castle	**130**
World 8-Castle	**170**
World Star-9	**210**
World Mushroom-7	**240**

Stamping Miiverse



Collecting the Stamps in the game is useful for more than just filling up your collection screen. Finding a Stamp unlocks it for use on your Miiverse posts!

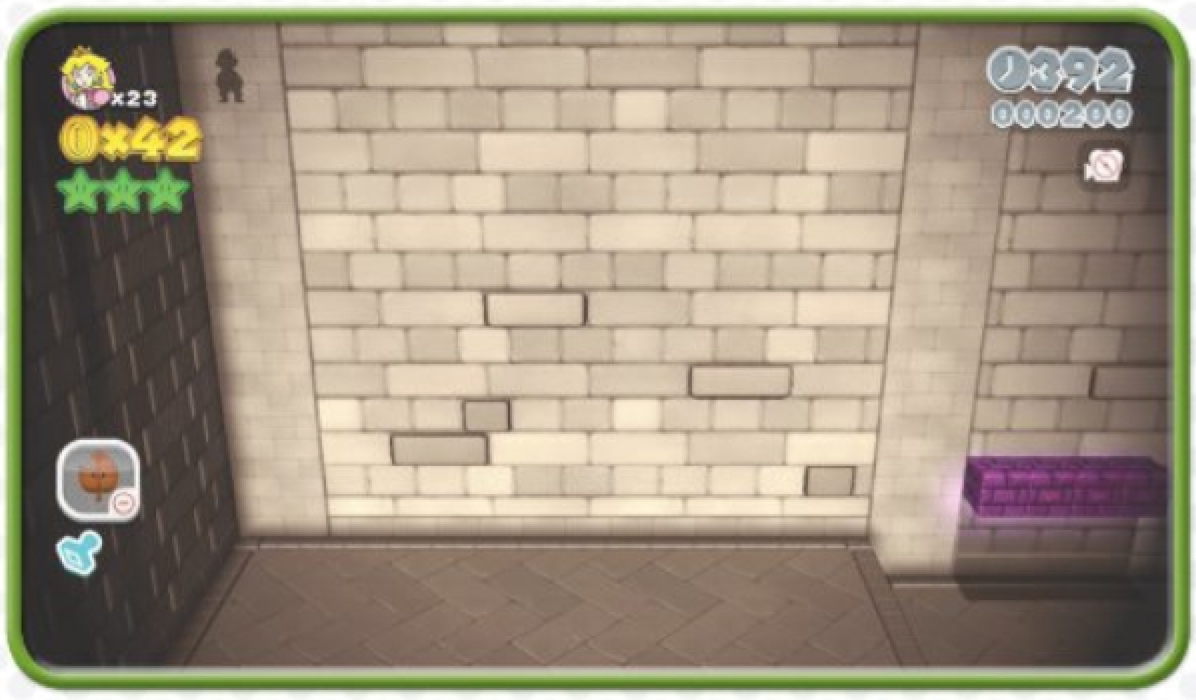
NOTE

The vast majority of Stamps will be found inside levels and Sprixie Houses. However, there are five Stamps that will take you a lot of time to earn: Completing every level in the game (outside of the Captain Toad levels) with one of the five characters will earn you an appropriately themed Stamp. You can speed this up by playing multiplayer: Every character who reaches the Goal Pole will be counted for having finished the level!

Luigi Mania!

2013 is the Year of Luigi, and *Super Mario 3D World* did not forget to bring its own gifts to the party! You can celebrate the greatness that is Luigi in any of three ways. The first, of course, is playing as him in the game. The second, however, is a scavenger hunt, and the last is a full game unto itself.

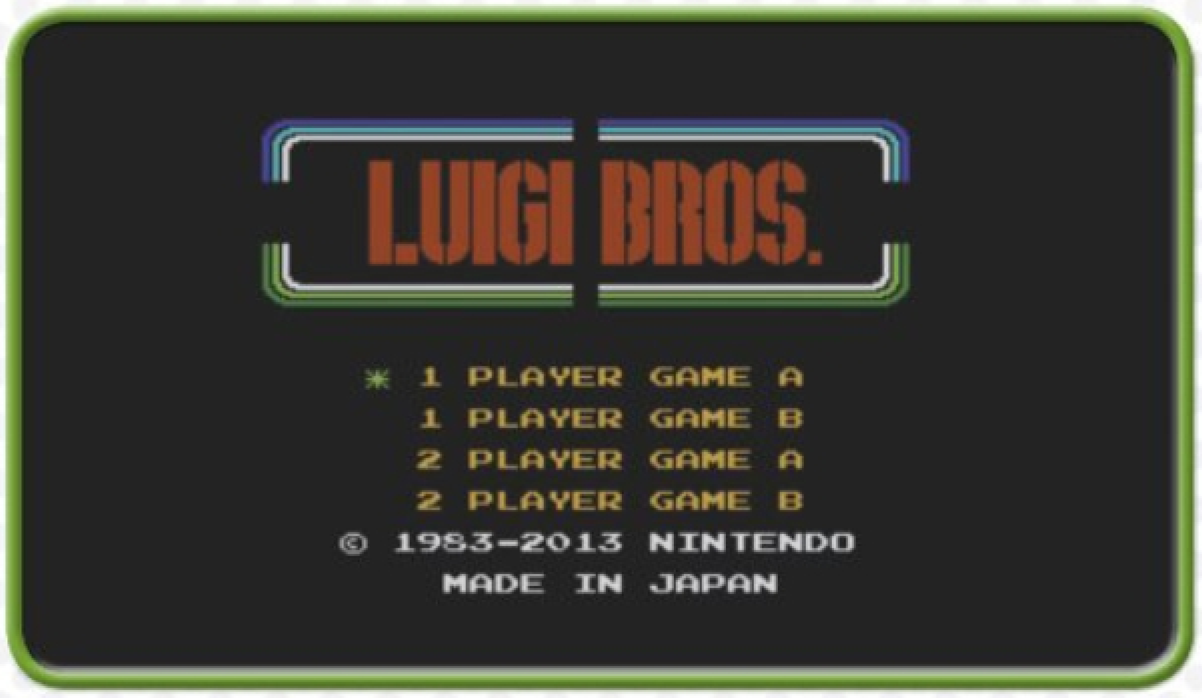
Hidden Luigis



As you play through *Super Mario 3D World*, you'll start seeing 8-bit Luigi sprites popping up everywhere. Some are small, and some are large. Some are in predetermined spots, while others will simply pop out of ? Blocks, appear when you defeat enemies, or just show up to say "hi" while you're exploring. Any time there's a forced camera angle, or you are looking through a Sprixie's binoculars, there's a hidden Luigi somewhere. The Hidden Luigis are mainly just for fun. There's no real bonus to finding these ... but there is also literally no end to them. See how many you can find every time you play!

Luigi Bros.

Luigi Bros. is a new spin on the Nintendo arcade classic *Mario Bros*. What's the spin, you ask? This time, both characters are Luigi!



LUIGI BROS.

✳ 1 PLAYER GAME A
1 PLAYER GAME B
2 PLAYER GAME A
2 PLAYER GAME B
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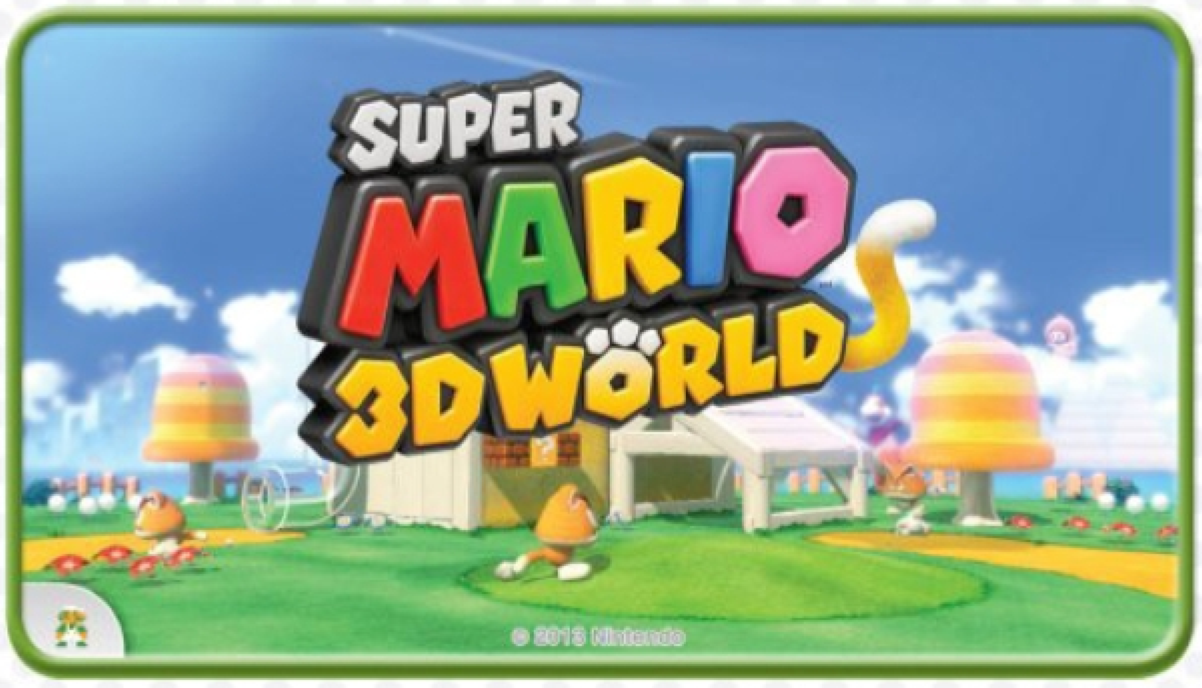
MADE IN JAPAN

There are two ways to access Luigi Bros. The hard way is to journey through the first eight Worlds, defeat Bowser, and liberate the Sprixie Kingdom. Once you have beaten World 8-Castle, you'll see the Luigi Bros. icon in the lower-left corner of the title screen.



The easy way, however, is to have a *New Super Luigi U* save file present on your Wii U. Play that game, then load up *Super Mario 3D World*, and you're off to the races. Have fun bopping turtles!

SUPER MARIO 3D WORLD

PRIMA Official Game Guide

Written by:
Alexander Musa & Geson Hatchett

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